

# EDMOND WU

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## EDUCATION

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**Rutgers University, School of Arts and Sciences Honors**  
*Bachelor of Science in Computer Science, Magna Cum Laude*

September 2013 - May 2017

## WORK EXPERIENCE

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**Harris Corporation**  
*Software Engineer*

June 2017 - Present  
*Clifton, NJ*

- Worked under the Space & Intelligence Systems segment on the GPS OCX (Operational Control System) project.
- Developed and worked on portions of the Java part of the NAV project, from writing/fixing unit tests to updating configuration items.
- Designed code outlines, class and sequence diagrams for new/upcoming units of work for NAV, including performance displays and enterprise service updates.

**Harris Corporation**  
*Software Engineering Intern*

May 2016 - July 2016  
*Herndon, VA*

- Helped develop a full-stack web application for the Harris Business Excellence program that tracks project productivity, letting project managers to submit logs and generate PDF reports.
- Primarily contributed to front-end design, using AngularJS and Foundation CSS frameworks and ensuring smooth integration with NodeJS/Express back-end REST services.

**Rutgers University**  
*Part-time Lecturer/Teaching Assistant*

January 2015 - May 2017  
*Piscataway, NJ*

- Taught students in course recitations of up to 25 students per section the basics of computer applications for business.
- Concepts taught include HTML/CSS, Javascript, and Microsoft Excel.

**Dong Hwa University**  
*Computer Science & Information Engineering Intern*

June 2015 - August 2015  
*Hualien, Taiwan*

- Performed research with department faculty on the Unity3D game engine and developed several games with it using self-written C# scripts.
- Created games were presented at a research conference and saved to serve as a basis for the development of future games.
- Taught conversational English skills to department members, enabling them to hold basic conversations without assistance.

## PROJECTS ([HTTPS://GITHUB.COM/EDMOND-WU](https://github.com/edmond-wu))

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### Socket Chat

- Web chat application developed with AngularJS and socket.IO. Users log in to the application with a username, and can set their chat messages to appear in a selection of colors to differentiate their own messages from other users.
- Utilizes basic functionalities of socket.IO to transmit messages between users and register color selections server-side.

### Unity Tower Defense

- Web-based, tower defense game application created with the Unity3D game engine and C# scripts, where users can click on terrain squares to spawn towers on them to defend an objective.
- Presented at the 2015 Taiwan Tech Trek research conference during the internship at Dong Hwa University.

## SKILLS

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<b>Languages:</b>	Proficient in Java, HTML/ CSS, JavaScript; familiar with Python, C, C# (Unity3D scripts)
<b>Frameworks/Libraries:</b>	angularJS, jQuery, Bootstrap, Materialize CSS, Apache Ant, exposure to NodeJS
<b>Systems/Software:</b>	Ubuntu, Redhat Enterprise, Unity3D engine, Git, Subversion, Atlassian Jira

## EXTRACURRICULARS

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**Tzu-Chi Collegiate Association: Rutgers University Chapter**  
*Webmaster, Vice-President, President*

September 2014 - May 2017

- Cultural, charitable organization with a main focus on community service and promoting environmental awareness.
- Managed organization website, planned chapter events and directed its executive board.