

Jason Ethan Wu

371 Estrella Road • Fremont, CA 94539 • jew032@ucsd.edu • jasonwu.io

Education:

University of California, San Diego (UCSD)

2014 – June 2018

- Computer Engineering Major (Major GPA: 4.0)
- Area Studies in Cognitive Science and Music

Mission San Jose High School (MSJHS)

2010 – 2014

- Grade Point Average: 4.1
- SAT I: 2290, SAT II Math 2: 800

Programming Projects and Experience:

Personal Projects

- Created my own website using HTML/CSS. Check it out at jasonwu.io !
 - o Implemented with Javascript and JQuery to create an elegant website containing more information about my background and projects.
- Produced several games with Unity (C# and Javascript scripting) and Game Maker (GML scripting)
 - o **Boxes:** a puzzle game where the player builds a machine that can sort boxes based on a given rule. This game teaches players how to think like a programmer: take simple machine parts and combine them together to produce a machine that can solve complex tasks.
 - o Explored object-oriented design, scripting, file writing/reading, and graphics.
 - o Executable file samples of my games are available on my GitHub page.
- Created code for robotics using C++, NXT-G, RobotC, and Labview.
- Proficient in these languages: Java, C++, Python, Javascript, C#, HTML/CSS.
- Worked with these: JSON, JQuery, XML, Ajax.

Class Projects

- **CSE 12 (Data Structures & OOD):** Performed a case study analysis of approaches to Object-Oriented design in C, C++, and Java to recommend which approaches were best suited to solve programming problems. The nine projects implemented a stack-based calculator that evolved to utilize binary trees, circular linked lists, and hash tables.
- **Other Relevant Courses:** CSE 11 (OO Java), CSE15L (Debugging Tools/Techniques), CSE30 (Systems Programming/Assembly), CSE21 (Math for Alg/Systems).

UCSD Beginner's Programming Competition

Fall 2014, Winter 2014

- Two-time winner in a 200-person coding challenge involving 12 questions using data structures, algorithms, simulations, and more. This was open to all students in UCSD who had not taken upper-division courses.

HackSC Hackathon (Android development)

October 2014

- Created a reminder Android app that allows users to get daily or weekly notifications for small tasks that they decide on such as "meet up with a friend." Completing tasks gave users points towards a personal leaderboard. The purpose of the app is to make sure people don't get too caught up in work.

LAHacks Hackathon (Unity, Web development)

April 2015

- Developed a top-down "bullet hell" shooter game where the user could swap out ships and special abilities.
- Experimented with CSS to improve as well as try to attach the Unity game to my website.

Work Experience:

Tech Know How

- Taught 20 children game design and LEGO robotics in week-long day camps as an assistant instructor.
- Instructed for 35 hour work weeks for 3 years, received all positive feedback from participants.
- Inspired several students to return in later years to take more classes under my instruction

SDHacks Hackathon Organizer

- Cooperated with a school-wide effort to fund UCSD's first Hackathon by raising almost \$300,000 through sponsorships and donations.
- Worked with other students to gather community support and arrange events and fundraisers.

Other Activities:

UCSD Wind Ensemble, Orchestra (Flute/piccolo player)

Sun God Archery (Recreational)

Hobbies: Game design, mechanical puzzles (Rubik's cubes), flute, piano, golf

Languages: Fluent in Mandarin Chinese (Written and Spoken)