Jason Ethan Wu

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Education

UC San Diego	▪ Computer Engineering B.S. by June 2018, currently Junior standing. ▪ 4.00 Major GPA, 3.83 Overall GPA
Milestone Courses By Year End	▪ **CSE 100**: Advanced Data Structures; **CSE 101**: Algorithms; **CSE 140**: Digital Systems; ▪ **CSE 170**: Interaction Design; **CSE 110**: Software Engineering.
Programming Languages	▪ Very proficient in Java, C++, C#, C. ▪ Experienced in HTML/CSS, Python, JavaScript.

Work Experience

CSE Department Tutor	▪ Tutored **3** quarters of over 200+ students in data structures and computer organization. ▪ Provided help through lab hours, holding study sessions, and also planning, administering, and grading assignments and exams. ▪ Maintained the class websites by updating and producing new content.
SD Hacks Organizer	▪ Cooperated with a school-wide effort to create UCSD's first successful, **nearly 1000**-attendee hackathon by raising over $260,000 in sponsorships. ▪ Led the mentoring team, maintained the organization websites, and organized bus logistics.
TechKnowHow Assistant Instructor	▪ Taught 20 children game design and robotics in week-long day camps as an instructor. ▪ Worked 35 hour weeks for 3 years, received **100%** positive feedback from students.

Projects and Coding

Programming Competitions	▪ Competed for the UCSD ICPC SuperTeam and placed **top 20** in the SoCal division. ▪ **3-time winner** in a university-wide coding challenge open to all lower-division students.
IEEE Micromouse Team Lead	▪ Led a team of 5 members to create a functional maze-solving robot from scratch. ▪ Applied graph theory to optimize path and PID algorithms to guide robot. ▪ Wrote schematics and sourced parts to create a PCB for the mouse.
Boxes Software Development	▪ Developed a programming puzzle game from scratch using Unity (C# Scripting). ▪ Received **10,000+ plays** and retained an impressive **3.5 star rating** on a popular online showcase site. (http://www.kongregate.com/games/Epixyl/boxes) ▪ Features encryption of data to store user-generated levels, persistence of memory to save game states, and data structures to create nearly instantaneous simulations of the puzzle for validation.
ScrapeSource Datamining & Analysis	▪ Developed a datamining application in Java that takes HTML from the grade reporting website GradeSource used at UCSD and tracks student scores over time through simple graphs. ▪ The program flags students that have a sudden decrease/increase in score to notify the professors, as well as helps see trends across the quarter. ▪ Applied on over **10+** CSE courses so far, and scalable to any class size.