HanYu Wu

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EDUCATION

California Polytechnic State University   San Luis Obispo, CA
Bachelor of Science in Computer Science — GPA:3.67/4.0   *Sep. 2022 – June 2026*

Relevant Coursework: Data Structures, Project-Based Object-Oriented Programming and Design, Introduction to Computer Organization, Discrete Structure, Systems Programming, Introduction to Software Engineering, Design and Analysis of Algorithms

EXPERIENCE

Club Founder/President   Aug. 2021 – June 2022
The Matcher   *Alhambra, CA*
- Planned and managed club activities, successfully organized and delivered various events
- Organized and conducted daily study sessions throughout each week
- Tutored and mentored numerous students, encompassing a broad spectrum of subjects
- Developed a website dedicated to fostering communication between non-English speaking students and the school community
- Mentored 100+ club members to enhance their dedication to college and future prospects since its inception

Food Storage and Coordination Volunteer Representative   June 2021 – Aug. 2021
Hollywood Food Coalition   *Hollywood Blvd, CA*
- Provide comprehensive training to volunteers on their assigned responsibilities
- Organize and prioritize orders to ensure timely and accurate fulfillment
- Maintain inventory accuracy by carefully inspecting incoming and outgoing orders for quality and quantity
- Continuously communicate with the team to optimize efficiency and address any challenges or issues that may arise during the process
- Coordinate with churches and charitable organizations to schedule and deliver food orders according to their specific needs and requirements

PROJECTS

Walkie Talkie | *C/C++*   May 2023
- Developed a program for message transportation using TCP between client and server
- Designed and implemented functions to handle the client and server roles, including reading, writing, sending, and receiving messages
- Ensured compatibility with both IPv4 and IPv6 addresses by using appropriate data structures and functions for address resolution

PixelCraft | *Java, Git*   Jan. 2023 – April 2023
- Developed a Minecraft-themed 2-D pixel world that allows user interactions
- Designed and implemented an AStarPathingStrategy to perform A* search algorithm for pathfinding, enhancing efficiency and accuracy
- Designed and developed interactive UI components, allowing users to control and navigate the virtual world effortlessly
- Contributed to the enhancement of the overall system architecture by identifying and reducing areas of high cohesion, resulting in a more scalable and maintainable codebase

TECHNICAL SKILLS

Languages: Java, Python, C/C++, JavaScript, HTML/CSS
Developer Tools: Git, GitHub, VS Code, Vim, IntelliJ