

Qishan (Henry) Wu

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Objective

To obtain a software summer internship in summer 2017

Education

University of California, San Diego

B.S. Computer Engineering

Expected graduation: **March 2018**

GPA: 3.83 Major GPA: 3.87

Skills

- Java, C++, C, HTML, CSS, JavaScript, Bootstrap, ARM Assembly, UNIX/ Linux platform, Android Studio, Dreamweaver, IntelliJ, GDB project debugger
- Fluent in English, Chinese (Mandarin)

Work Experience

Software Engineer Internship, Cubic Transportation Systems, San Diego, CA

June 2016 — September 2016

- Built an **Android** Application to help transportation inspectors check the validity of transit cards locally
- Created a dynamic user interface using components such as **ViewPager**, **Fragment** and **Preference**
- Implemented functions to unpack and decode raw data from the transit card and tell users whether it is valid for travel according to certain criteria
- Designed algorithms to save and share local information by email for remote debug use
- Evaluated a transit card read performance using a remote key server and a Bluetooth reader

Software Engineer Internship, Bioinforx, San Diego, CA

June 2015 — August 2015

- Designed a responsive **online contact system** with teamwork to help bioinformatics company manage its customer information
- Developed and styled the layout of system using **HTML** elements and client-side web frameworks such as **Bootstrap**
- Completed user interface to let users create personal or group contact profiles using interactive **JavaScript**
- Applied **CSS** to parts of web pages for altering display and behavior

Tutor, UCSD CSE Department, UC San Diego

June 2015 — present

- Guide approximately 50 students per week with basic object-oriented programming, including **data structure**, **algorithm**, inheritance, interface and abstract class
- Address problems on Piazza, construct rubrics for tests and exams, and evaluate assignments

Projects

Android Developer, Flushr, UC San Diego

January 2016 — March 2016

- Collaboratively designed an **Android** Application in order to help users find the surrounding restrooms
- Designed features including location rating, restroom profile initialization, etc.
- GitHub: <https://github.com/QishanWu/Flushr>

Project Developer, Six Degrees of Kevin Bacon, UC San Diego

January 2016 — March 2016

- Designed and implemented data structures and algorithms (**BFS**, **Dijkstra**) to explore degrees of separation between Hollywood performers that act in the same movies
- Developed two modes within the game in order for users to find the shortest connection between any pair of performers or the weighted shortest path fulfilling certain requirements (with minimum total years)

Project Developer, Snake Game (Java), UC San Diego

January 2015 — March 2015

- Customized the classical Snake Game with a focus on object-oriented programming, including inheritance, exception handling, etc.
- Constructed the display window including game grid, game score, start/reset button and speed control using GUI and implemented Listeners for user control
- Implemented algorithms in order to change the difficulty of the game such as speed of the snake and number of obstacles

Project Developer, Rock-Paper-Scissors (Java), UC San Diego

March 2015 — June 2015

- Customized classical Rock-Paper-Scissors game in which a program can consistently achieve higher winning percentage than users
- Analyzed, interpreted and predicted user inputs by storing user's move pattern and frequency
- Interacted with user input, summarized game history, and displayed winning percentage using System I/O