# John Wu

773-946-1862 | john_w_wu@brown.edu | linkedin.com/john-wu | github.com/JohnUUU

## EDUCATION

**Brown University** — Providence, RI
*B.S. Computer Science, B.A Economics (Professional Track) – GPA: 3.79/4.00* — Sep 2020 – May 2024
**Brown University** — Providence, RI
*M.S. Computer Science – GPA: 4.00/4.00* — Sep 2024 – May 2025

**Notable Coursework/Skills**: Operating Systems with Lab, Databases, Programming Languages, Multiprocessor Synchronization, Robust Algorithms in Machine Learning, Computational Linguistics, Computer Vision, Deep Learning, Information Theory, Pattern Theory, Bargaining Theory, Algorithmic Game Theory, Investments, Corporate Finance, C++, Agile

## PROFESSIONAL EXPERIENCE

**Bridgewater Associates** — Westport, CT
*Investment Engineering Intern (Portfolio Implementaion Team)* — Jun 2024 – Aug 2024

- Broadly worked on developing a detailed diagnostic tool to analyze the impact of operational constraints on portfolio performance.

**Smartsheet** — Bellevue, WA
*Software Engineer Intern* — Jun 2023 – Aug 2023

- Optimized the workflows surrounding a commonly called slow SQL query, reducing the response time of related workflows by 30%
- Designed and implemented a concurrent Python script to facilitate the seamless migration of a sizable database containing 300,000+ records to a highly secure endpoint.
- Utilized AWS Lambda in conjunction with Terragrunt/Terraform for optimized deployment, all while adhering meticulously to AWS SigV4 Guidelines.

**Brown University** — Providence, RI
*Teaching Assistant for CS1460 Computational Linguistics* — September 2023 – May 2024

- Implemented an Autograder system with a robust Autograder test suite for a Topic Modeling assignment to provide timely feedback and guidance
- Developed a final project focused on preemptively identifying signs of depression in Reddit posts, successfully replicating the findings of a key research paper, and preparing a toy project for students to work with.

*Head Teaching Assistant for CS1440 Algorithmic Game Theory* — Jan 2023 – Present

- Designed and implemented a Python-based server infrastructure from scratch to facilitate real-time auction competitions, enabling students to craft and test competitive agent algorithms in a class-wide interactive environment.
- Developed a Final Project allowing students to submit agents to compete in an auction mimicking the "Spectrum Auction", integrating ELOMMR for large groups of students to allow students to dynamically upload and update their agents in response to a real-time leaderboard over the course of a few weeks.
- Developed and hosted 4 "lab sections" covering supplementary course content during the semester to help students learn how to develop machine learning strategies for a variety of different auctions like 2 player matrix games, the lemonade game, and multiple auctions

**Wex Health** — Portland, ME
*Data Science Intern* — Jul 2022 – Aug 2022

- Created multiple reports in PowerBI to analyze trends and monitor key metrics, leading to the identification of key areas of improvement that resulted in a significant reduction of response time from 20 days

## VOLUNTEER EXPERIENCE

**Quant Trading @ Brown** — Providence, RI
*Lead of Engineering Team* — September 2023 – Present

- Spearheaded the development and design of a robust backtesting framework, comprehensive signal library, and data collection efforts from the ground up for QTAB