James Wu

jw3qz@virginia.edu, (703) 901-1961

Education

University of Virginia, Charlottesville, VA   August 2014 - Present
BS Computer Science
Cumulative GPA: 3.56   Expected Graduation: December 2017

Work Experience

Leidos, Alexandria, VA   May 2016 - August 2016
Software Engineer Intern, Surveillance & Reconnaissance
- Worked on the Reduction of Data Using Compression Enhancement (RDUCE) project.
- Optimized the software build process for LIDAR compression technology to remove deprecated software dependencies.
- Developed a unit testing framework for the software API and internal libraries to support continuous integration.
- Debugged and contributed back-end code in C++ using the RDUCE library.
- Researched C++ open source libraries and arithmetic encoding techniques to help improve upon components of the project.

University of Virginia, Charlottesville, VA   January 2016 - Present
Teaching Assistant
- Teaching assistant for CS 2110: Software Development Methods.
- Course focused on Java and object oriented methodology.
- Responsibilities include helping students understand the material during office hours and lab, grading exams.
  and assignments, and proofreading course materials before they are released.

Capital One, Mclean, VA   June 2017-August 2017
Incoming Associate Software Engineer
- FUSION project

Other Software Development Experience

Miracle Messages   September, 2016-Present
Lead Mobile Developer
- Built an Android application for the California-based non-profit organization Miracle Messages that "helps homeless people
  record short video messages to their long lost loved ones" (www.miraclemessages.org). Released to Google Play on October 18, 2016.
- Uses Amazon Web Service's S3 and Google Firebase to store uploaded videos for the organization
- Written in Java using Android Studio, AWS Android SDK, and Google Play Services

Quota, University of Virginia: HackUVa III   March 2016
Software Engineer
- Budget tracking software utilizing Capital One's API to offer a comprehensive view of user purchases and the
  remaining spending quota for any given time period.
- Sends text messages to users if the quota falls below a specified amount via Twilio API.
- Written in HTML, JavaScript, and Ruby on Rails. Worked with another teammate in a 24-hour time period.

NoteDrop, Virginia Tech: HackVT III   February 2016
Mobile Developer
- Android application that converts speech to text for taking notes and creating reminders, and scheduling events for
  easy storage and sharing.
- Written in Java using Android Studio and Google's Speech API. Worked with another teammate in a 36-hour time period.

Star Runner, University of Virginia: HackUVa II   March 2015
Project Manager
- Infinite running game for Oculus Rift that placed in the top seven out of hundreds of initial participants.
- Formulated and implemented a self-mutating algorithm that allowed the game environment to extend itself indefinitely.
- Written in C# using the Unity game engine with another teammate in a 24-hour time period.

Personal Information and Activities

Github: https://github.com/theAmbientOrange
Programming Languages : Java, C++, Python, C, SQL, JavaScript, HTML, CSS   **Frameworks:** Django, Ruby on Rails
Environments: Windows OS, Linux, Android   **IDEs:** Microsoft Visual Studio, Android Studio, xCode, Eclipse, Pycharm
Charlottesville-Albermarle SPCA: Volunteer Shy Animal Socializer, August 2015- May 2016   **Recreational Running**: 24 miles per week