

ZIXUN (JASON) WU

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EXPERIENCE

Software Developer

Nov 2018 - Present

Dracodess Software Engineering, Providence, RI

- Implemented a data analytics system to transform client data into actionable business insight
- Developed from the ground up a data collection/analytics system using Express, Node, React, and PostgreSQL
- Developed plug and play e-commerce store front system using React, Express, Node, MongoDB, and GraphQL
- Instructed and mentored over 50 associate developers on computer science and full-stack development

App Development Project Manager

May 2019 - Present

The Fulham Group, Boston, MA

- Spearheaded the company's first mobile app development effort working with an external development agency
- Ensured on-time delivery for all milestone items following an agile development schedule

Web Developer

Nov 2018 - Jan 2019

Vizzy Inc., Columbia University, New York, NY

- Developed web prototypes for an early-stage Ivy-league startup in the VR/AR e-commerce space
- Created a web-based 3D user interface using the Unity game engine for an immersive furniture shopping experience

Project Engineer/Design Engineer

Aug 2015 - May 2018

Focal Upright, East Greenwich, RI

- Designed, engineered, and managed the development of several flagship products in an innovative furniture startup
- Engaged development from ideation to production, working directly with domestic and foreign manufacturers

SKILLS

Programming Languages: JavaScript, Python, C, C#, SQL, HTML, CSS, jQuery, Solidity

Web Development: Node.js, React Redux, MongoDB, ExpressJS, REST API, GraphQL, Flask, Jinja, Google Cloud, AWS, Agile/Scrum methodology, Locust

Machine Learning: Predictive Analytics, NLP, Image Processing, Tensorflow, Fast.ai, PyTorch, Pandas, NumPy

Spoken Languages: English, Mandarin, Cantonese

PROJECTS

Menu Translator - github.com/Muosvr/menu-translation

- An AI-powered web app that instantly recognizes, translates, and reformats restaurant menus in any language on mobile
- Created a data pipeline consisting of photo OCR, image classification, machine translation, and image search using Google Cloud API. Implemented with MERN stack, Nginx, PM2, and deployed on AWS EC2

Smart Task Scheduler - github.com/Muosvr/smart-task-scheduler

- An assistant that helps you intelligently and quickly schedule daily tasks based on priority and availability
- Securely extracts events from Google Calendar API using OAuth and automatically assign rule-based time slots for tasks

Game Of Dice - github.com/Muosvr/gameofdice

- A web-based multiplayer game that enables and enhances online game play for a game that is usually played in person
- Achieved real-time game play, player log in, and game notification using Node, Express, Socket.io, and React on AWS

Data Science and Machine Learning Competitions - github.com/Muosvr/kaggle_competitions

- Multi-label classification on satellite images using convolutional neural net (best result: 0.904 Mean F-Beta Score)
- Predictive analytics on credit default risk using machine learning techniques such as random forest and neural net
- Predicted the auction sale price for a piece of heavy equipment to create a "blue book" for bulldozers. Obtained better results than first place entry on leaderboard

Raspberry Pi Powered Self-Driving Car - github.com/Muosvr/mycar

- Trained and optimized computer vision and control models using machine learning with Tensorflow Keras
- Increased processing speed by 50% and improved loss metrics by 36% compared to the base model

EDUCATION

Venture For America Fellowship, Brown University, Providence, RI

June 2015 - June 2017

Entrepreneurial experience in a highly selective program focused on high-growth startups in America's emerging cities

Lehigh University, Bethlehem, PA

B.S. Integrated Degree of Engineering, Arts & Sciences (Honors Program)

May 2015

Concentration: **Mechanical Engineering & Product Design**

Cumulative GPA: 3.79/4.00

INTERESTS

Machine learning, indie game design, Toastmaster Club (public speaking), improvisational acting, badminton