

# Nathan (Yang) Wu

LinkedIn: [linkedin.com/in/nathan-wu-86b253153/](https://www.linkedin.com/in/nathan-wu-86b253153/)

GitHub: [github.com/nathanwoo](https://github.com/nathanwoo)

Email: [nathanwuyang@gmail.com](mailto:nathanwuyang@gmail.com)

Mobile: (+1) 818-279-1461

## Education

University of California, Santa Barbara (UCSB)

Expected Graduation: June 2021

**B.S. in Computer Science and B.S. in Statistics and Data Science**

GPA 3.80/4.0

- **Computer Science Early Research Scholar Program Participant (12 out of the class of 2021')**
- **College of Engineering Honor Program**
- **Relevant Coursework:** Programming in Python; Data Structured and Algorithms; OOP Design and Implementation; Automata and Formal Languages; Probability and Statistics; Regression Analysis; Stochastic Process

## Experience

**Undergraduate Tutor**

*UCSB*

September 2019 – December 2019

- Tutor for undergraduate lower division Computer Science class, CS16, which introduces fundamental CS concepts in C++
- Assist students with their coding assignment 5 hours each week by giving away problem solving techniques
- Help the students to reason about their code by tracing through it and communicating the logic
- Attend weekly discussion on how to better help students learn Computer Science

**VR and HCI Researcher**

*UCSB - Four Eyes Lab*

September 2018 - December 2019

- Built a VR visualization of Rattle Snake Canyon based on the real elevation data and high-resolution aerial image with **Unity** game engine and **Microsoft MRTK** toolkit
- Designed a VR interface for users to have a more intuitive interaction with the VR environment
- Built 3D objects within the visualization to enhance users' VR experience
- Conducted user study and collected data for analysis

**User Experience Designer**

*SDHack*

October 2017

- Brainstormed and generated a parcel scanning mobile application within 48 hours
- Coordinated communication between team members to ensure working efficiency
- Designed product visual effect, User Experience, User Interface and product introduction website
- Gave presentation pitch to 30 other participants in SDHack

## Projects

Spring Boot Web Application

September 2019 - Present

- Create a **Spring Boot** Web application with **Java** that is being hosted on **Heroku**, set up **Travis CI** for auto testing
- Use third-party API like **GitHub OAuth** for login and **USGS API** for retrieving geographical data
- Website: <https://cs56-f19-lab07-nathanwoo.herokuapp.com/>

Highest Average Score

August 2019

- Implemented a max heap with the methods percolate up, percolate down, and build heap
- GitHub: [github.com/NathanWoo/CS130a\\_prog1](https://github.com/NathanWoo/CS130a_prog1)

Campus Organization Web Application

June 2019

- Performed the role of front-end developer, constructed the website basic framework and created UI elements with one other front-end developer in team.
- Github: <https://github.com/NathanWoo/CS48>

## Skills

- Programming Languages: Proficient in Python (NumPy, Pandas, Matplotlib, Seaborn), C++, R, C#, Java
- Computer Skills: Proficient in GitHub workflow, Sketch, SQL, Tableau, HTML, CSS,
- Languages: Native in Mandarin Chinese, proficient in English