## Ted Wu

Ted@tedwu.net | 778-858-7592 | http://tedwu.net/ 2718 Southcrest Drive, Burnaby, BC, V5A 4V4

#### **TECHNICAL SKILLS**

| Design & Development           | Programming                 | Software Tools                             |
|--------------------------------|-----------------------------|--|
| -Agile Development (Scrum, XP) | -C, C++, Java               | - Eclipse, Visual Studio, Xcode            |
| -Data Structures               | -HTML, CSS, JavaScript, PHP | <ul> <li>Git/GitHub, Subversion</li> </ul> |
| -Object Oriented Programming   | -Ruby, Python, Bash/Shell   | - Windows,Linux,Mac                        |
| -TDD, AJAX                     | -Angular, Bootstrap, JQuery | - WordPress, Joomla                        |

#### **EXPERIENCE**

# StreetXB Entertainment Junior Web Developer

May, 2015 – Aug 2015

- Migrate Wordpress sites to different hosting service and remove outdated codes from the customized theme to optimize websites loading speed up to 50%
- Develop web app for online radio stations.

#### **MCUmall Electronics Inc.**

May, 2014 – Sept 2014

#### QA and Repairing Engineer - Internship

- Executed QA tests on universal USB-programmers to ensure their ability to read, write, and delete data from different chips
- Replaced broken components according to the debugging report, reduced the monthly defective product rate from 10% down to 5%

### **Projects**

#### **TELUS 3D Visualization** (Sept 2014 – April 2015, 5 people project)

- Collaborated with TELUS to build a new system that visualizes their Key Performance Indicator (KPI) in 3D environment using Three.is
- Implemented the bounding box feature that bounds a selected percentage of data on the 3D graph to ensure the observability of outlier data by TELUS's engineers

**Tiny Platformer** (October 2014 – December 2014, 3 people project)

- Contributed to an open source project on GitHub, a simple web game supported by JavaScript
- Implemented start screen and end screen with jQuery.
- implemented play/pause functionality with JavaScript

Fruit Catch (January 2014 – April 2014, 4 people project)

- Designed an android game in java using Eclipse with Android Development Tools (ADT) plugin and a third party library, LibGDX
- Implemented character sprinting animation to ensure the character is facing the correct direction and walking properly when moving on the screen
- Designed character selection for the menu screen to enhance the animation when users are switching between four characters

#### **EDUCATION**

University of British Columbia

September 2011- Present