

Virginia(Bichi) Wu

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EDUCATION

New York University

Feb 2021 – May 2023

Master in Computer Science at Courant Institute Of Mathematical Sciences

- **Academics:** GPA: 3.5
- **Courses:** Realtime Big Data and Analysis, Big Data Application and Development, Multicore, Database System, etc

Huaqiao University

Sept 2016 – July 2020

Software Engineering (English-taught Program)

- **Academics:** GPA: 3.8 (Ranking: 2nd in department)
- **Courses:** Software Engineering, Data Structure, Database Application and Development
- **Honors & Awards:** School of Computer Science and Technology Scholarship (10%), First Award in Chinese Undergraduate Computer Design Competition

TECHNICAL SKILLS

Programming Skills: Python, Angular, HTML, XML, Typescript, CSS, Java, Kotlin, JavaScript, Less/Sass, SQL

WORK EXPERIENCES

Promethean World Ltd

June 2022 – Aug 2022

Software Development Engineer Intern | Promlab Department | Android Studio, Kotlin, XML

- Build an Android system application - a tool that optimizes the process of determining and controlling the development environment and configuration of ActivPanel, reduce the time of deploying system environment by 2x for the Test and Develop teams.
- Implemented a One-Click pipeline for changing system configuration using Kotlin: acquire and display current system environments, read and overwrite configuration files in external driver, then reboot system to switch to selected environment based on configurations.

4399 Network Co., Ltd.

June 2019 – Sept 2019

Front-end engineer | 4399 UDC Department | HTML, Less, JavaScript

- Designed the front-page of 4399 Game's website. The front-page contains 10 function modules such as game navigation and game recommendation. Built dynamic effects such as carousel figure and sorting. The website now ranks 8th among Chinese game websites.

RESEARCH & PROJECT EXPERIENCES

LATTE - An extremely efficient LiDAR annotation tool

July 2018 – Aug 2018

Research Assistant | Berkeley AI Research Lab | Python, Tensorflow

- Co-developed LATTE, an open-sourced annotation tool for LiDAR point clouds. Designed three advanced features: Sensor fusion, One-click annotation and Tracking. Accelerated annotation by 6.2x.
- Designed a sensor-fusion pipeline that uses Mask-RCNN to automatically label LiDAR point cloud through sensor fusion. This feature improved the annotation accuracy by 14% and improved the speed by 2.45 times.
- Paper published at IEEE Intelligent Transportation Systems Conference 2019. This work has received 22 citations. Paper address: <https://arxiv.org/abs/1904.09085> Source code: <https://github.com/VirginiaBC/latte>

Passioncy

May 2022 – June 2022

Frontend Engineer | Angular, TypeScript, Ant-Design

- Created a marketplace web app for merchants to order custom-made video ads. Design and develop the frontend page using Angular, Typescript, and Ant-Design library.
 - Transformed 10+ components into responsive, accessible, and multi-platform compatible web pages for merchants, including Dashboard page, Income Page, User Information page, etc.
 - Designed and completed key features for user login and signup that required format validation.
- webpage: <https://www.passioncy.com/>