Virginia Wu

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EDUCATION

New York University   Feb 2021 – May 2023(expected)
Master in Computer Science
- **Academics:** GPA: 3.5
- **Courses:** Realtime Big Data and Analysis, Big Data Application and Development, Multicore, Computer Graphics, 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, Java, C++, Kotlin, Hadoop, HBase, Hive, Tensorflow, JavaScript, React, HTML, XML, Typescript, CSS, 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.

NetDragon Websoft Inc.   July 2020 – June 2021
Software Automation Testing Engineer in Software Testing department
- Developed an automated test system for ActivPanel by Promethean, an educational interactive display used by more than 1 million classrooms around the world. I developed the test workflow that supports more efficient test case management, automated risk assessment, and test reports generation. The system ensured four successful product launches.

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

Reelforward   May 2022 – June 2022
Frontend Engineer | Reelsfeed startup | React, TypeScript, Ant-Design
- Created a marketplace web app for merchants to order custom-made video ads. Design and develop the frontend page using React, Typescript, and Ant-Design library.
- Transformed 10+ React 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.