

# Yuxin Wu

Architect (5+ years) - > Junior Software Developer

yuxin.1.wu@gmail.com | +358 466803054 | Helsinki, Finland

[LinkedIn](#) | [GitHub](#)

## About

I'm an **architect** transitioning into **software development**. Through my studies at **Hive Helsinki**, I've built a solid foundation in **C, C++, and Python**, focusing on algorithms, data structures, and problem-solving.

My design and project management background trained me to:

- Think **systematically**
- Collaborate across **multidisciplinary** teams
- Deliver **precise, reliable, and efficient** technical solutions under tight deadlines

## Tech Stacks

### Lauguges

C, C++, Python, Bash, Makefile

### Tools

Linux, Virtual Machines, Debian, Git

### Web Development

HTML, REST API,

### Office

Slack, teams, discord, Microsoft

### Design

AutoCAD, 3d-modeling, Adobe Suite, rendering engines

## Educations

**Hive Helsinki** FI, 2024 –

Software Engineering

**Aalto University** FI, 2019 – 2021

Master of Science in Architecture

**Southeast University** CN, 2014 – 2019

Bachelor of Science in Architecture

**Iowa State University** USA, 2018

Exchange study

## Languages

**Chinese** Native

**English / Finnish** professional

## Certifications

- Introduction to Programming (Python) University of Helsinki
- Finnish Proficiency Test, Level 3
- English Proficiency Test, IELTS 7.5

## Interests

GIS and mapping, Urban data, Visualization, Laser-cutting, 3d-printing, Photography

## Programming Projects (Hive Helsinki)

### Mini-libft – C

Reimplemented core C-standard library functions from scratch to build a foundational library for later 42 projects.

### Minishell – C

Simplified Bash shell clone implementing pipelines, redirection, and environment variable expansion using Unix system calls.

### MiniRT – C with MLX42

Developed a lightweight ray tracer rendering 3D scenes with basic 3d objects; implemented lighting, shadows, and reflections.

### CoinDigger– Python

Built a small 2D grid-based game, demonstrated basic game logic, event handling, sprite rendering, and state management using Pygame's core modules.

### C++ Modules – ongoing (5 / 10)

Explored object-oriented programming through modular exercises on classes, inheritance, polymorphism, templates, and memory management.

### Safe Lauttasaari – ongoing, full-stack

Building a full-stack project displaying road construction data in Lauttasaari. Designed with accessibility in mind, the website provides audio alerts and user reports.

## Work Experience

**Project Architect**, Helsinki, 1. 2023 – now

Architecture Office Eero Korhonen Oy.

- Lead architectural design from concept to implementation.
- Collaborated with multidisciplinary engineering teams
- Coordinated between contractors and clients

**Architect**, Espoo, 1.2022 – 12.2022

Architecture Office Pet Michael Oy

- Designed housings and applied building permit.

**Assistant Architect**, 9.2020 – 12.2022`

H-K Architects, Helsinki / Powerhouse Company, Rotterdam

- Assisted in urban design and competition projects.
- Produced 3D visualizations and presentation materials.