

# Zhiwen (James) Wu

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## EDUCATION

### University of California, Los Angeles

*Master of Science; Major: Electrical and Electronic Engineering;*

Los Angeles, CA  
2023.09-present

### University of California, Santa Barbara

*Bachelor of Science; Major: Computer Engineering; Dean's Honors for seven times; GPA: 3.80/4.00*

Goleta, CA  
2019.09-2022.06

#### Relevant Courses:

- **Programming:** Object-oriented Design; Database Principles; Data Structure & Algorithm; Advanced APP Development
- **Machine Learning:** Deep Learning; Machine Learning

## TECHNICAL PROFICIENCIES

- **Programming Skills:** Python, C, C++, Java, Gamemaker Studio, MongoDB, MySQL
- **Web-Based Languages:** JavaScript, HTML, CSS

## INTERNSHIP EXPERIENCE

### Jiaxing Anchor Co., Ltd.

AI Algorithm Engineer

Jiaxing, China  
2023.08-2023.09

- Developed AI models using PyTorch and TensorFlow on the company's cloud AI platform.
- Annotated dataset and trained models based on Yolo and adjusted hyperparameters to optimize the performance of the models.
- Tested compatibilities and functionalities of the platform and set up API for the model trained to be accessible to others.

### Tesla (China), Inc.

*Part-time Associate*

Remote  
2022.08-2022.09

- Developed a ride-hailing management website that can manage vehicle registrations and ride status based on SpringMVC.
- Used Tomcat to configure vehicle and driver database using MySQL and deployed website.
- Used Java to construct interfaces for a user-oriented website by coding in Data Access Object, Controller, and Service layers.
- Configured Mybatis to organize and map resources from the Controller level to the Dao level.
- Used GitHub to communicate with group leaders and run unit tests for codes.

## PROJECT EXPERIENCE

### Screaming Note Game

*Student Engineer*

Goleta, CA  
2022.09-2022.12

- Developed a voice-controlled game using programmable IC boards and LCD screens, and wrote gaming logics and animations via C.
- Used Vivado to create block designs to configure all necessary peripherals.
- Designed and wrote hierarchy state machines to coordinate with different gaming status.

### University Courses Search Webpage

*Student Software Engineer- Advised by Professor Phillip Conrad*

<https://github.com/johnwdubois/rezonator>

Goleta, CA  
2021.11-2022.03

- Developed a website for school courses search and view with Spring-Boot and deploy swagger API to retrieve data.
- Managed version control and deployment testing through GitHub, and used actions to manage the workflow.
- Utilized Java and JavaScript for front-end development in the under the React framework.

### Rezonator Software Development

*Student Software Engineer- Advised by Professor John W. Du Bois*

Goleta, CA  
2020.09-2021.06

- Optimized the interface of this open-source script checking software, including writing operation interface, and user experience (such as prompt, operation, etc.), in Gamemaker Studio.
- Implemented the frontend user-interface by coding in GMS languages and write unit test scripts for the implemented functions.
- Communicated with designers and gave technical opinions on the conceptual design proposed by the design team, analyzed its feasibility and potential difficulties.

### UCSB Chinese Students and Scholars Association (CSSA) WeChat Program Development

*Development Team Leader*

Goleta, CA  
2020.06-2022.09

- Used WeChat Developer's Tool and developed and maintained an official WeChat program for UCSB Chinese students, serving over 1,000 users.
- Used Java-script and Wechat API to automatically manage and update user data in the given database.
- Recruited new members and assigned work to them, cooperated with other departments in CSSA to complete this program.