

Aaron Wu

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EDUCATION

UC Merced

Merced, CA

Bachelor's of Science, Computer Science and Engineering

Aug 2023 — May 2027

Coursework: Data Structures, Discrete Mathematics, Linear Algebra and Differential Equations, Advanced Programming

WORK EXPERIENCE

Intern | Wilsilica - Lumos Controls

San Diego, CA

Aug 2021 — Aug. 2022

- Implemented 2 gesture and location based lighting control demos for local San Diego trade show
- Annotated and processed hundreds of data points for ML training via YoloV3 on company hardware
- Integrated Google Coral Dev Boards into company lighting controls as a proof of concept for a “TinyML” solution

PROJECTS

Fabrik Arm | *Python, Matplotlib, PySerial*

Jun 2024 — Jul 2024

- Researched and implemented the FABRIK method for calculating the relative angles in a custom robotic arm
- Made a graphical control panel that communicates with the SuperMini nRF52840 Pro Micro Controller board
- Released this project as the main control interface in a robot arm relay race at a STEM camp in San Diego

Rufina (UCM Bot) | *Typescript, DiscordJS*

Dec 2023 — Present

- Developed a Discord chat bot that quickly fetches and compares the current menus at UC Merced
- Optimized menu loading times to give users a much better experience when compared to the school menu website
- Collected feedback and usage data in order to continue further development on UI updates and streamline bug fixes

Croppy Deals | *Next.js, React, Firebase, Flow, NextUI*

Mar 2024 — Mar 2024

- A pretty full-stack marketplace website that allows farmers in the San Joaquin Valley area to connect directly to buyers
- Averages around 150 menu requests monthly, with many positive comments from users
- Won 2nd place in a major track and another prize for Flow usage, which totaled in \$3120 winnings for our entire team

air-tab | *Javascript, HTML, Tailwind*

Jun 2024 — Present

- A simple clean new tab Chrome extension for personal use (and anyone who wants to fork it)
- Quick useful bookmarks buttons and bouncy loading animations to make me happy

Tic Tac Toe AI | *Javascript, HTML, Tailwind*

May 2024 — Jun 2024

- Created a Tic Tac Toe AI with multiple difficulties, including one where it never loses
- Demonstrated knowledge about data structures through the use of graphs and trees in the AI

Tetris Clone | *Java*

Jun 2024 — Present

- Programmed a clone of Tetris with fully functional controls, local scoreboard, and other modern features
- Abstracted many different components of Tetris into classes that allow for flexible development and mods

SKILLS AND AWARDS

- **Programming Languages:** C++, Python, Java, JavaScript / Typescript, HTML/CSS
- **Technologies:** React, Git, Tailwind, Node.js/Express, Docker, Linux
- **Awards:** 2nd HackMerced Agri-Tech 2024 (\$1000), 1st HackMerced Flow 2024 (\$200 in Flow)