

ASHLEY CHU

Undergraduate junior looking to do good and be creative.

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Expected Graduation: May 2023

B.S. Electrical Engineering & Computer Science (EECS) | Art History, Minor

Coursework: Computer Systems, Data Structures, Information Devices and Systems I & II, Multivariable Calculus, Computer Architecture, Database Systems (current), Computer Graphics (current)

Honors: SIGGRAPH SV ('21), RTC Fellow ('20, '21), UC Berkeley Fiat Lux ('19), Amazon Future Engineer ('19), ESA Foundation ('19)

Activities: Society of Women Engineers (VP), Association of Women in EE&CS (Officer), Women in Gaming, 3D Modeling Assoc

EXPERIENCE

Walt Disney Animation Studios, Pipeline Infrastructure

Incoming Pipeline Infrastructure Engineering Intern

Starting May 2022

Amazon, Developer Tools

Software Developer Engineering Intern

June 2021 - Aug 2021

- Built notification system for failed security deployments used across 1,150,000+ weekly deployments with AWS, Java
- Onboarded and mentored Future Engineer (AFE) intern for 11 weeks via daily 1:1s and technical project support

AFE Software Developer Engineering Intern

May 2020 - Aug 2020

- Developed multi-patching support and vulnerability status features on client portal using React, Python, Ruby for 40,000-60,000+ weekly deployments for Amazon internal security patching deployment service
- Featured in Amazon's Cyber Robotics Challenge used by 100+ educators and 'Class Chat' speaker to 3+ classrooms

Warner Bros. Games Boston, Core Server

Software Engineering Co-Op Intern

Jan 2021 - June 2021

- Managed core server infrastructure for Mobile Gaming Platform utilized by *Game of Thrones: Conquest*
- Improved authentication and translation services via back-off retry support for 60,000-100,000 active players
- Implemented Datadog metric logging, PostgreSQL DB migration, package version upgrades, and AWS EC2 instances

UC Berkeley Computer Science Department

Academic Intern

Jan 2020 - Aug 2020

- Directly solved 40+ Computer Systems and Data Structures trouble tickets
- Taught basic computer science topics including OOP, recursion, and data structures for 6+ hours week

LEADERSHIP

UC Berkeley Society of Women Engineers

Vice President of Internal Relations, Former High School/Host Program Officer

Aug 2020 - Present

- Oversee 35 officers and all member relations, internal events, and programs for 500+ SWE members
- Led Berkeley Engineering's week-long admit program for 200+ admits, partnering with 10+ faculty and 15+ clubs

UC Berkeley Association of Women in EE&CS

Professional Development Officer, Former Mentorship Officer

Aug 2020 - Dec 2021

- Streamlined professional opportunities, experiences, and resources to support 200+ members for industry goals

She STEMs

Founder and Executive Director

Dec 2017 - Dec 2020

- Established national organization to teach 200+ girls computer science topics
- Mobilized team of 10 high school students and facilitated 15+ workshop programs, curriculum, and marketing
- Fundraised \$15,000+ with support from Disney, NCWIT AspireIT, Raspberry Pi

PROJECTS

Fleeting | Maya, Renderman, AfterEffects

Sep 2021 - Dec 2021

- Designed, modeled organic assets, rendered for 3D animated short featuring teddy bear on a mission

Spineless | Maya, Renderman, AfterEffects

Sep 2020 - Dec 2020

- Project manager and 3D animator for 60-second animated short
- Designed & modeled supporting characters, rigged & animated main character

VSCodeology | Python, Flask

Sep 2020 - Dec 2020

- iOS application outputting 5-layer color level palettes of a single image based on histogram color levels
- Constructed backend API structure utilizing OpenCV, NumPy, SciKit-Learn libraries to analyze single images

SKILLS, INTERESTS

Programming: Python, Java, HTML, CSS, JavaScript, SQL, C, GoLang

Frameworks/Tools: AWS Services, React, Renderman, NodeJS, Flask, Git, Ruby on Rails, NumPy, Pandas, OpenCV, BS4

Softwares: Autodesk Maya, Unity, Adobe Creative Cloud (Photoshop, Illustrator, After Effects), Sketch

Interests: Photography, Running, 3D Modeling, Food Blogging, Video Games