Keith Woo

SOFTWARE ENGINEER
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Education

University of Massachusetts Amherst *May 2019*

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

- Dean's List (Fall 2015, Fall 2016, Spring 2017, Fall 2017, Spring 2018)
- Major GPA: **3.67**
- **Relevant Coursework**: Data Structures and Algorithms, Linear Algebra, Intro to Computation, Programming Methodology, Introduction to Algorithms, Software Engineering, Artificial Intelligence, Computer Networks, Operating Systems

Experience

Barracuda Networks *Chelmsford, MA*

SOFTWARE ENGINEER INTERN *May 2018 - Aug. 2018*

- Added documentation and PHPDoc to many classes and methods with class diagrams
- Fixed 500+ bugs in a 5+ year old code base that is primarily used for back-end testing
- Cleaned up 4000+ code smells in the same code base to increase readability and functionality
- Learned to use Docker and XDebug to be able to locally host the back-end website and database for testing
- Learned to utilize Swagger and Postman to update and test API definitions

University of Massachusetts Amherst *Amherst, MA*

UNDERGRADUATE COURSE ASSISTANT *Jan. 2018 - May 2018*

- Graded labs and exams for Data Structures/Algorithms course
- Coordinated with graduate TAs to determine the grading rubric on exams
- Checked Piazza daily to answer questions and concerns from students
- Worked with 3 other undergraduate course assistants to divide up work that was assigned weekly

Projects

Spire Schedule Builder *Nov. 2017*

BACK-END DEVELOPER - HACKUMASS V

- Used Python and Selenium to pull and store data from Spire and RateMyProfessors
- Developed the base idea for an algorithm that schedules classes based on time conflicts and availability
- Created a webapp allowing users to input classes via a drop down menu that is passed to our web scraper to get class information
- Collaborated with a team of 4 people

Slime Shooter *2017*

DEVELOPER

- Created a top down survival game involving slimes in Unity
- Drew sprites and animations in Aseprite
- Used Unity extension 'TileMap' to create a tiled map using a wood tile sprite created in Aseprite
- Coded basic follow AI with push back mechanics on enemies

Pong (Clone) *2017*

DEVELOPER

- Created a near replica of 2D Pong from scratch in Unity
- Drew sprites and effects in Aseprite
- Generated music and sound effects using Bosca Ceoil

Skills

Programming Experience: Java, C#, C++, C, Git, HTML, CSS, PHP, Python, MATLAB, LaTeX

Computer Programs: Unity Engine, Eclipse, Visual Studios, Docker, VMWare, Microsoft Office

Languages: Cantonese (Moderate), Mandarin (Conversational)