

# David Wu

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## Work

### **Sandbox MTS (6/11 – Present)** **Salesforce.com, San Francisco, CA**

- Proposed, designed, and implemented a project to improve sandbox creation time and consistency by generating denormalized database tables
- Contributed-to and eventually took-over a capacity growth project for deleting inactive customer sandboxes
- Worked on partial data copy initiatives to control database space growth on sandbox instances and improve sandbox copying times
- Developed Pig scripts to parse log line data used for sandbox capacity management analysis
- Reduced point-in-time error occurrences by implementing a data consistency fixer between two database tables

### **STBU Software Engineer Graduate Intern (6/10 - 9/10)** **Cisco Systems, San Jose, CA**

- Implemented a user role and authentication system using Django for a device-management security product
- Created a front-end login screen by leveraging XWT widgets, Dojo, HTML, and AJAX calls
- Developed custom middleware to moderate user authentication across the application

### **ARTG Software Engineer Intern (6/08 - 8/08)** **Cisco Systems, San Jose, CA**

- Ensured stability of legacy router features by using QTP to run and debug regression tests
- Developed scripts to improve the efficiency of router-testing automation by twofold
- Enhanced ATS Engine job-dispatching script to become more modular and versatile

### **CS3L Head TA (1/08 – 5/09)** **UC Berkeley, Berkeley, CA**

- 4.8/5 overall rating
- Taught students twice a week, organized classroom and online content, and managed a team of graders

## Education

### **University of California, Los Angeles** M.S. Computer Science, expected 2013

### **University of California, Berkeley** B.A. Computer Science, May 2009

## Skills

**Languages:** Ruby, Java, C, Python, Visual Basic, Scheme

**Editors:** Emacs, Vim, Eclipse, Visual Studio

**Operating Systems:** Linux, OSX, Windows

**Databases:** Oracle, PostgreSQL, SQLite3

**Frameworks:** Ruby on Rails, Django

**Logging:** Pig, Splunk

## Research

### **Pentago, Prof. Richard Korf (1/10 – Present)**

Researched and implemented various game-theory algorithms in order to find the game-theoretical value of Pentago

### **URAP, Prof. Carlo Sequin (9/07- 5/09)**

Collaborated with a team of students to create data structures and optimize search algorithms for finding symmetrical Hamiltonian cycles on complex polytopes

### **Gamescrafters, Prof. Dan Garcia (8/06 - 12/06)**

Worked under a research team to implement Pentago and integrate it with the Gamesman game-solving framework

## Selected Projects

**User-guided Image Segmentation:** Researched and implemented Live Wire and three other image-segmentation algorithms and combined them into one algorithm that maximized the repeatability and speed of user image segmentation

**5-um:** Worked in a team of three to generalize Beast—an open-source Ruby on Rails forum framework—to add an extra forum-management layer, topic pagination, a friend system, and personal messages. The project was voted 2<sup>nd</sup> best project in the class

## Activities

### **Upsilon Pi Epsilon (UPE)**

Member (12/05 – Present)

President (8/08 – 12/08)

Industrial Liaison (1/08 – 12/08)

Historian (1/08 – 12/08)

### **National Society of Collegiate Scholars (NSCS)**

Member (12/05 – Present)