DAVID WU

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TECHNICAL SKILLS

Languages: Java, Ruby, JavaScript, HTML, CSS, C, Scheme
Frameworks: Ruby on Rails, Backbone.js, Chaplin
Databases: PostgresSQL, Oracle PL/SQL
Logging: Pig, Splunk

WORK EXPERIENCE

Threadflip, San Francisco, CA   8/13 – 1/14

Full-Stack Web Developer
Ruby on Rails, Backbone.js, HTML, CSS

- Reduced average site response time by 50% by caching database results, fixing N+1 queries, decoupling user-specific data from API responses, and asynchronously loading page elements
- Worked closely with Product and Design teams to implement and test customer-facing features
- Improved infrastructure stability by configuring Redis and Nagios using Chef
- Ported features from the web application to the mobile site using Chaplin and Foundation
- Created and maintained a Customer Service runbook to document support rotation tasks

Salesforce.com, San Francisco, CA   6/11 – 8/13

MTS Developer, Sandbox   9/12 – 8/13
AMTS Developer, Sandbox   6/11 – 9/12
Java, PL/SQL

- Proposed, designed, and implemented a project to improve sandbox creation time and consistency by generating denormalized database tables
- Investigated, triaged, debugged, and fixed customer production issues
- Worked on partial data copy initiatives to control database space growth on sandbox instances and improve sandbox copy times
- Developed Pig scripts to parse log line data used to gather sandbox capacity data
- Reduced point-in-time error occurrences in customer sandboxes by implementing a data consistency fixer between two database tables

Cisco Systems, San Jose, CA   6/10 – 9/10

Software Engineer Graduate Intern
Python, HTML

- 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

Cisco Systems, San Jose, CA   6/08 – 8/08

Software Engineer Intern
Visual Basic
- 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
- Generalized a job-dispatching script to handle more use cases

UC Berkeley, Berkeley, CA   1/08 – 5/09

CS3L Head TA
Scheme
- 4.8/5 overall rating
- Taught students twice a week, organized classroom and online content, and managed a team of graders
- Received a graduation award for undergraduate teaching excellence

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EDUCATION

University of California, Los Angeles

M.S. Computer Science Student

University of California, Berkeley

B.A. Computer Science, May 2009

RESEARCH

Pentago, Prof. Richard Korf   1/10 – 1/13

Researched, implemented, and modified various game-theory algorithms 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

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ACTIVITIES

Upsilon Pi Epsilon – Computer Science Honor Society

Member	9/07 - Present
President	8/08 – 12/08
Industrial Liaison	1/08 – 12/08
Historian	1/08 – 12/08