David Wu

39280 Canyon Heights Dr, Fremont, CA 94539

(510) 621 3298 davidcnwu@gmail.com

# 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

Version Control: Git, Perforce

# 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 site resources

Worked closely with Product and Design teams to implement customer-facing features

Improved infrastructure stability by configuring Redis and Nagios using Chef

Implemented features for m.threadflip.com using Chaplin

Set up and maintained a Customer Service runbook to aid the support team

## 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 copying 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

4.8/5 overall rating

Taught students twice a week, organized classroom and online content, and managed a team of graders

Received an award at graduation for undergraduate teaching excellence

# 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

# **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 2nd best project in the class

# 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)