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
* 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

# 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

# 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