# Derek Wu

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## ABOUT ME

Technical Skills Python, C++, Java, C, HTML, CSS, SQL, Unity, JavaScript, LATEX

Interests Machine Learning, Computer Vision, Mixed Reality, Applications Development

#### Work Experience

#### Amazon

SDE Intern

Seattle, WA (Summer 2021)

- Designed + developed + tested an E2E prototype connecting 2 of Amazon's customer service tools
- Set up SMS deeplinking via text message and intelligent intent extraction from user utterances
- Java, JSON, YAML, regex, SCRUM

## Berkeley XR Lab

Research Assistant

Berkeley, CA (Ongoing)

- Exploring the use of machine learning in recommending furniture placement for generative design
- Trained to use Unity to develop augmented reality scenes via image tracking
- Use AWS to host main recommendation service upon receiving labelled room data from iOS platform

# Computer Science Mentor (CS61C)

Mentor

Berkeley, CA (Spring 2021)

- Held weekly sections to help students better understand course material
- Covered worksheet process/solutions, mini-lectures, etc.

#### NASA Ames

Bioinformatics Intern

Mountain View, CA (Summer 2017)

- Collaborated with interns to determine feasibility of induced hibernation as a radiation deterrent
- Used Python and Jupyter to extract gene expression data from Excel and display distributions via heat maps

# PROJECTS AND COMPETITIONS

## GauchoEats

Project Lead, Scrum Master, Lead Programmer

(Spring 2019)

- Lead a team of 5 individuals using agile programming techniques (SCRUM) and multiple 2-week sprints
- Programmed in Python and C++ to implement Caffe-model object detection on images scraped from the UCSB Dining Cam API
- Utilized various AWS technologies to host code, store metrics, and interact w/ users via the Alexa app

## Github IO Website (derekyunwu.github.io)

Individual Web Developer

(Summer 2017)

- Personal website developed using vanilla JS and CSS to showcase my works

## IEEE Hackathon Colorfight AI

Participant

(Spring 2019)

- Worked collaboratively to program and test an AI for Colorfight 2, an open source game simulator
- Imitated decision-making with Python: attack enemies, defend against attacks, upgrade personal resources
- Competed in 3 preliminary trials placing 5th, 2nd, and 3rd in a group of 8

#### EDUCATION

## University of California, Berkeley

Berkeley, CA (2020–Present)

- Computer Science Major, Junior-Year Transfer
- GPA: 3.91
- Coursework: CS61A-C, CS70, EECS16A/B, CS170: Efficient Algorithms, CS188: Intro to AI, CS161: Comp. Security, CS189: Intro to ML, CS194-26: Intro to CV

# University of California, Santa Barbara

Santa Barbara, CA (2018–2020)

- B.S. Computer Science, Dean's Honor List
- Major GPA: 4.0
- Notable Coursework: Data Structures / Alg. (CS130A), Comp Architecture (CS154)