FELIX WU

CONTACT

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LINKS

LinkedIn:
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GitHub:
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Wesite:
felixwu.me

EDUCATION

Computer Science at The University of Edinburgh, 4th year.
Currently averaging 72%.
For the list of courses visit my website.

A-levels at Oxford Spires Academy:
- Mathematics: A*
- Computing: A
- Further Maths: B

PAID WORK & EXPERIENCE

School of Engineering Internship (2019) A 3-month long internship for the School of Engineering at the University of Edinburgh, in which I worked with the IT Team to build the foundations of the new user interface for various database management related internal applications. The component that I was in charge of would be capable of making complex queries, displaying results in a modular and configurable way, and editing field values and relationships robustly and intuitively, amongst other things. The main challenge was to create this component to be highly configurable for a wide variety of applications including a staff and student account and relationship management system, a desk allocation system, and a software license tracking system. These applications were to be developed by other teams at the School of Engineering and so I was working closely with them to fulfill the requirements. See my GitHub for links.

TrapIt Website Design (Freelance, 2018) Successfully developed and delivered a blog-like page for the owner of the electronic music YouTube promotion channel "TrapIt", with editor-exclusive interface for the creation and alteration of posts. Applied requirement analysis knowledge from the Software Engineering course at Edinburgh to undertake stakeholder interviews, meetings, requirements specification and use-case documents.

Viola da Gamba Society Website Redesign (Freelance, 2016) Successfully developed and delivered a redesign of the visuals, an updated front-end for improved mobile support, and a framework for the web administrator to maintain the contents of the page. VdGS is a charity dedicated to the revival of, and research into the Viola da Gamba. vdgs.org.uk

Room Acoustics Simulation (Placement, 2015) 4-week long STEM placement for The University of Oxford IT Services to use a novel agent-based programming language "NetLogo" to complete a concept simulation for standing waves in a variable 2D environment.

SpaceX Hyperloop Student Competition (2016 / 17) Helped create the website for HYPED, a student society at the University of Edinburgh dedicated to accelerating the development of Hyperloop and implementing the technology in the UK. During my involvement I also learned a lot about various hardware technologies for the pod. hyp-ed.com

Parents' Evening Modelling and Proposal (2016) Created a model of queue times at my school's parents' evening using some existing available data. The model showed how sensitive the queuing time is to inefficiencies in between meetings, and the school took measures to combat this in subsequent years.

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TECHNICAL SKILLS & LANGUAGES

English: fluent, **German:** fluent, **Cantonese:** novice.

Most competent in: Javascript (+ Vue, React, Node) | Java | Python | HTML / CSS | SQL

Android (Java/Kotlin) | PHP | Object Oriented Programming | Software Testing

Limited experience: Machine Learning | Matlab | Haskell | C | C# | MIPS Assembly

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MY PROJECTS & APPS

Noxive Noxive is my alias for my electronic music production hobby. So far I have gained over 500k views across YouTube, SoundCloud and Spotify, and generated a small income of $400 from royalties. I have had the opportunity to collaborate with many talented artists over the last few years, improving my communication and feedback skills. noxive.com

Noxive.com A landing page for Noxive, serving also as temporary host for other web-based projects. It features links to my social media, discography, and a built-in music player. I advertise this site anywhere I can because it has proven to serve well as an entry point for anyone looking for a particular Noxive social media account or release. noxive.com

Second Wind A multiplayer real time strategy game in which you control a floating island in search for resources on the map. Resources are finite and so you must compete against other players by engaging in a chess-style turn based battle. The resources you win can be used to upgrade your island and create units for the army you use in battles. Each unit has unique abilities and so choosing the right ones to develop play styles and strategies is crucial to winning a battle. See my GitHub for links.

Naughts and Crosses A naughts and crosses web game that you can play between two devices in real-time using ReactJS, NodeJS and Websockets. It uses the device's location to find games nearest to you so you know which ones to connect to. felixxwu-xo.herokuapp.com

Owme An online financing tool with PayPal integration to help groups of friends keep track of their debts with each other for things like groceries and bills. It features a Google sign-in option and an intuitive design to create debts easily with a friend, selection of friends, or group. noxive.com/owme.

Music Generator A C# Windows app that can randomly generate 16 bars of "House" music, complete with drums, main melody and a chord sequence. By using some music theory, the chord sequence that is generated is guaranteed to sound musical, and is taken into account when the melody is created so that there are no harmonic clashes.

Ultrasound Communication A proof of concept Java app to transceive data via audio in the ultrasonic range, created with a partner for the Edinburgh CreatED 24h hackathon. We think that it has similar advantages to QR codes and if done well could be a novel alternative.

Encryption-secure Chat A real-time encrypted web messaging app using AES and Websockets with self-deleting messages. chat-secure.herokuapp.com/

More A more comprehensive list of projects, as well as additional info such as university courses can be found on felixwu.me.