

Felix Wu



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github.com/felixwu

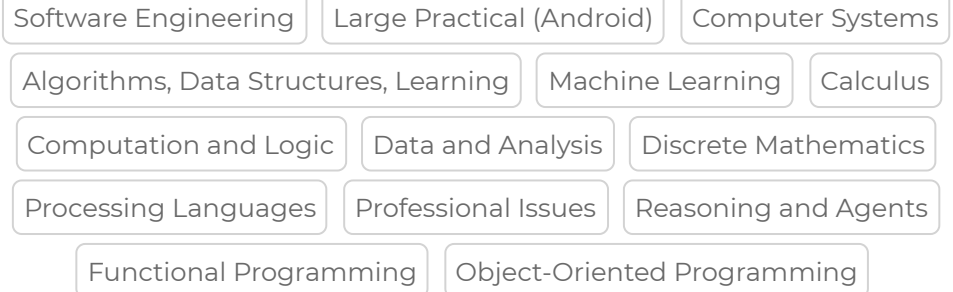
EDUCATION

Computer Science at The University of Edinburgh, 3rd year.

A-levels at Oxford Spires Academy:

- Mathematics: A*
- Computing: A
- Further Maths: B

Courses at Edinburgh completed to-date:



Results and topic details can be found on my [LinkedIn](#).

PAID WORK & EXPERIENCE

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

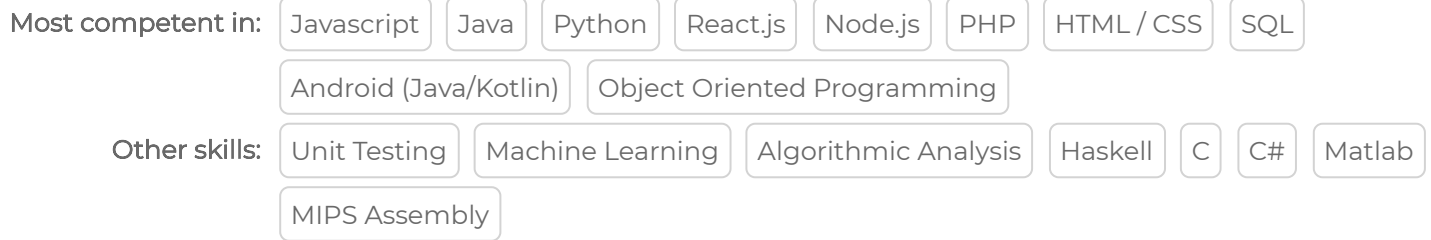
Room Acoustics Simulation (Placement, 2015) 4-week long STEM placement for The University of Oxford IT Services to use an agent-based programming language "NetLogo" to complete a concept simulation for standing waves in a variable 2D environment.

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.

TECHNICAL SKILLS & LANGUAGES

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



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, most recent releases, and a built-in web player to preview my discography. noxive.com

Owme An online financing with PayPal integration tool to help groups of friends keep track of their debts with each other. It helps track how much your friends / flatmates owe you, for example from groceries, bills or beer, and allows you to record debts easily with an intuitive interface. noxive.com/owme.

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

Encryption-secure Chat A mobile-to-mobile encrypted web chat app with self-deleting messages and a built-in keyboard preventing keylogging. noxive.com/chatsnap

Second Wind A web-based, real-time, online multiplayer strategy game which combines turn-based combat similar to Chess, with high-level resource management and long-term planning like Civilization. The project itself is ongoing and is a collaboration with a friend, built using Node.js and React.js. Working in a team helped us develop our communication, code readability and long term project management, as well as other technical skills like UI and UX design, optimizations in server-client communication, and preserving code maintainability across a large and long-term project.

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 strong rival.

Full Portfolio A more detailed list of my projects of can be found on noxive.com/portfolio