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Kevin Wu

Software Engineer

Education

University of California, Berkeley (GPA 3.98)

- Majoring in Electrical Engineering and Computer Science.
- Current Regents' and Chancellor's Scholar, HKN Member, and NSCS Member.

Work Experience

Summer 2014 - Microsoft Program Manager

Designed next-generation Window applications by working with designers, developers, and other program managers.

Fall 2014 - UCB Student Instructor

Served as a UGSI by teaching two sections with HTML5 Reveal.js slides with a custom curriculum co-designed with another UGSI.

Summer 2013 - Palantir Web Developer

Built a prototype to serve as a springboard as the flagship product transitions from a traditional Java application to an online HTML5 webapp.

Fall 2013 - UCB Student Instructor

First experience as a UGSI teaching one section of ~40 students an introductory course on Data Structures and Algorithms.

Technical Qualifications

Languages

- Web: Javascript flavors, CSS, HTML
- Native: C, C++, Objective-C, C#, Java, Python, Bashscript

Common Libraries

- Web: Node.js, Backbone.js, JQuery, RequireJS, Mocha, Grunt, Underscore, Less.js
- Native: SciPy, nose, OpenGL, GLUT, Eigen, Swing

Recent Projects

Fall 2014 - Instaparse *(Personal - Mixed)*

- Compiles a provided file format specification into a human-readable parser in C++, Java, or Python.
- Supports creating parsers that handle complex input file formats and a variety of command line option flags.
- Built to be extendable to other languages.

Fall 2014 - Sphere Shader *(Personal - C++)*

- Shades a sphere using the Phong Illumination Model using GLUT and OpenGL.
- Small project built to visualize cel shading, texture mapping, and other coloring techniques.

Spring 2014 - Tron *(Personal - Typescript)*

- First place project at the Spring 2014 Berkeley CSUA hackathon among ~15 teams.
- 3D game tracking two hands in the air via webcam input in order to drive a vehicle.

Fall 2013 - PyMind *(Personal - Python)*

- A simple and modular neural networking library built on top of SciPy ecosystem.
- Designed to be easy to use and thoroughly tested using the nose package.

Summer 2013 - Report *(Palantir - Coffeescript)*

- Interactive HTML5 web app which allowing users to organize visualizations of arbitrary sets of data.
- Developed code infrastructure from the ground up using a Backbone.js core.
- Maintained unit tests and performed code reviews using Mocha and Gerrit.

Summer 2013 - Lyra *(Palantir - Typescript)*

- Collaborated with other developers to create a plugin-based chart generation library.
- Converts an arbitrary JSON graph description into a SVG element.