Justin Wu

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Education

University of California, Berkeley Expected: May. 2024

B.A. in Computer Science | GPA: 3.7/4.0

- **Coursework**: Data Structures, Efficient Algorithms, Data Science and Statistics, Signals and Systems, Linear Algebra and Circuits, Linux System Administration
- **Activities**: Computer Science Undergraduate Association (CSUA), Cal Hacks, Pioneers in Engineering, Theta Xi

Technical Skills

Languages: Java, Python, SQL, JavaScript, HTML/CSS, C, C++, C#, R, Scheme
Frameworks: React, Node.js, Flask, JUnit
Developer Tools: Git, Docker, Unity, Kubernetes, Google Cloud Platform, AWS, PyCharm, IntelliJ, MongoDB, RStudio
Libraries: pandas, NumPy, Matplotlib, Seaborn, TensorFlow

Work Experience

Blum Center for Developing Economies Jul. 2022 – Present

Web Developer

- Created responsive website pages using HTML, CSS, and JavaScript, resulting in a 18% increase in website traffic due to improved user experience and faster page load speed
- Integrated RESTful API and optimized database queries using MySQL to enhance website security and reduce server response time by 50%
- Conducted regular code reviews with a team of 3 for potential bugs to ensure high code quality and maintainability

UC Berkeley EECS Department Jan. 2022 – Jul. 2022

Academic Intern

- Facilitated and guided weekly lab and discussion sessions for CS 61A and CS 10, two of the largest introductory CS class at Berkeley of over 1500 students combined
- Prepared mini lectures explaining conceptual questions related to algorithmic complexity, object oriented programming, and code optimization
- Organized weekly project workshops and hosted office hours for 20+ students

Projects

GeoAttendance | *Python, JS* Jan. 2023

- Programmed a mobile application for tracking lecture and discussion attendance using the Google Geofencing API
- Built the application using Node.js-based web frameworks like Express, and utilized user authentication libraries like Passport.js and Auth0
- Leveraged the Google Maps Platform API to provide geofencing functionality, storing attendance data in a database like MongoDB using a RESTful API for data management and communication

Gitlet | *Java* Jul. 2022

- Coded a recreation of Git version control system using various data structures with an emphasis on readable code and clear design documentation
- Implemented algorithms and abstract data structures to improve time complexity per Big-O specification
- Utilized various Unix system tools to create additional bash scripts for testing

Build Your Own World | *Java* Jul. 2022

- Developed a game engine that generates pseudo-random, interactive world for a dungeon-like game
- Implemented A* algorithm and minimum spanning tree for finding the shortest path between a player and target on the map
- Integrated a replay feature using file serialization to persist generated worlds and reload every user input