

**Current Address**

965 Sutter Street, #401  
San Francisco, CA 94109

# JONATHAN WU

**Contact Info**

(510) 377-0887  
jonwu@blitzesports.com

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**EDUCATION**

**B.A. Computer Science**, University of California, Berkeley

**Class of 2015**

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**WORK EXPERIENCE**

**Product Lead**, Blitz Esports, Berkeley CA

**January 2017 – Present**

- Built the Blitz Desktop app from start-to-end with React & Electron. (<https://blitzesports.com/desktop>)
- Built the Blitz Esports app with React Native (4.8+ ratings on Google Play and iTunes App Store)
- Successfully launched all of my apps and retained 75% of users after 4-weeks.
- Lead frontend coding, product meetings, initial launches, rollouts, and shipping for all my apps.

**Senior Frontend Developer**, Blitz Esports, Berkeley CA

**July 2016 – January 2017**

- Built two full-fledged apps in React on website and mobile. I designed both projects in redux framework, optimized high volume data pipeline, and incorporated well-designed APIs.
- Maintained overall code architecture, code maintenance, data tracking, and shipping.
- Responsible for building the core app that raised \$2M seed round from Riot Ventures, Greylock, plus more.

**Android Developer Intern**, Airbrake Team via Rackspace, San Francisco CA

**June 2014 – December 2014**

- I built and published Airbrake's android application in 3 months.
- Gave two technical presentations to Rackspace SF office about my lessons from hackathons and my release of Airbrake's app.

**Software Engineering Researcher**, Carnegie Mellon Silicon Valley, Mountain View CA

**June 2013 – August 2013**

- Managed a nosql database that facilitated storing and querying data from mobile apps and websites.
- Created a real-time web app using nodejs to help grad students visualize their data.

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**NOTABLE PROJECTS****Goldilocks**

- An android application that discovers cafés and workplaces near the midpoint of where you and your friend reside. Worked with APIs, including Yelp and Google maps, to help users pinpoint ideal meeting locations.

**Safewalk**

- An android application that finds and returns safe walking routes in cities. Developed an algorithm that produced safe routes by processing large crime data and evaluating them in a given time, day, and area.

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**HACKATHONS & LANGUAGES**

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| • Finalist at Calhacks, top 10 out of 1300+ hackers                                 | (Java/Android/Python)                  |
| • 1 <sup>st</sup> place at Geeklist Global Hackathon for Social Good.               | (Javascript, Nodejs, MongoDB)          |
| • 1 <sup>st</sup> place at AT&T Mobile App Hackathon: Public Safety                 | (Javascript, PeerJs, Google Maps)      |
| • 1 <sup>st</sup> place at Alameda County Apps Challenge                            | (Javascript, Socrata API, Google Maps) |
| • 1 <sup>st</sup> place at Stanford University School of Medicine Kaltura Hackathon | (Javascript, Youtube API, html5/css)   |
| • 2 <sup>nd</sup> place at Carnegie Mellon Silicon Valley Hackathon                 | (Javascript, Facebook API)             |