Miles Spencer Wu

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EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES (UCLA) | GPA: 3.77

Sep 2018 - June 2022

- Henry Samueli School of Engineering: Bachelor of Science, Computer Science
- Dean's Honor List: Fall 2018, Winter 2019, Spring 2019, Spring 2020, Fall 2020
- Relevant Coursework: Software Engineering, Data Structures & Algorithms, Programming Languages, Database Systems

SKILLS

- Technical: Javascript ES6+, Java, C/C++, Python, React, Redux, SQL, Node, Google Cloud Platform, CI/CD, Git/Github
- Leadership: Design Thinking, Agile, Communication, Team Management, Interpersonal Relationship Management, Requirements Analysis, Cross-Functional Teams, Knowledge Base Documentation, Collaborative Problem Solving
- Additional: Software Development Lifecycle, Quality Assurance, Increasing Customer Satisfaction, Process Improvement

EXPERIENCE

BRUIN LABS, Project Manager

Jun 2021 - Aug 2021

- Led weekly stand ups and created channels of communication to promote open discussion; **created a product roadmap** and assigned tasks to ensure consistent progress from the team and to promote accountability.
- Created deliverables to **communicate research across design**, **business**, **and development** teams, priming them for activities like affinity diagramming in order to streamline brainstorming and prioritization.
- Educated and provided mentorship to team members on best practices for problem identification and product design, **empowering team members** to conduct user interviews, market research, product validation, etc.

RISE, Co-founder & Internal Director

May 2020 - Sep 2020

- Organized a student internship experience by recruiting 65 product managers, designers, and developers from 450+ student applicants to form a community of cross-functional teams, create original products, and pitch them to venture capitalists.
- Played a key role in the **program's strategy**, **direction**, **and execution**: created the master timeline to make deadlines and milestones clear, integrated workshops and mentorship in the program in order to maximize value for RISE members, and **assigned weekly actionables** to directors to keep them accountable and continually improve the program.
- Mentored PMs and developers by preparing documentation/workshops on **GitHub, app development frameworks, and team management**, giving those with no prior experience the knowledge to kickstart their product development process.

UCLA ACM HACK, Curriculum Director; Operations Director; Dev Team Lead

Nov 2019 - Present

- Taught workshops and structured curriculum for app development programs, covering frameworks like React and tools like Github; average turnout of 70+ participants per week and 200+ views per session, the highest of any ACM committee.
- Led weekly stand ups to design and build a Hack branded quiz web app by utilizing tools like **React** and **Node Express**.
- Strategized, discussed, and executed plans for Hack Kitchen, an annual coding challenge event, in order to optimize participants' experience, resulting in 100% positive feedback from 30 participants.

PROJECTS

WEB SERVER CAPSTONE, COM SCI 130

Mar 2021 - Jun 2021

- Implemented a C++ web server utilizing gtest for unit testing, along with **Docker and GCP** for continuous deployment.
- Worked with a team to define weekly requirements and milestones, running standups, writing design docs, and maintaining documentation. Used Git with Gerrit to manage versions and facilitate code review.

CINEMA SWIPE, LA Hacks

Mar 2021

- Created a **React Native app** using **Typescript** where friends use a Tinder-like UI to swipe on suggested movies from their favorite streaming platforms until a match is found.
- Developed an understanding of **WebSockets** to allow for real-time communication between client and server, enabling users' past actions to inform future movie recommendations, converging groups towards a common movie.

STORY SEEKER, Alexa Skills Challenge

Oct 2019 - Mar 2020

- Built an **end-to-end product** centered around an Alexa Skill that allows users to purchase and interact with choose your own adventure stories, which are written, published, and approved on a complementary web platform.
- Designed and developed an intuitive web platform for authors to write and maintain stories using an interactive decision tree interface using React and Redux. Won "Best in Show" out of 20 projects at UCLA ACM's Annual Tech Gala.