

# MATTHEW WU

matthewjwu@gmail.com • 650.346.6491 • [www.github.com/mjxw](http://www.github.com/mjxw) • [www.linkedin.com/in/matthewjwu](http://www.linkedin.com/in/matthewjwu)

---

## QUALIFICATIONS

### Personal Skills and Strengths

- Hard work ethic, persistent about problem solving until issue is resolved
- Strong desire to do research and continuous self learning about new or unfamiliar technologies
- Able to work well with team in a professional manner – considerate, but convicted when needed
- Effective writing and communication skills with organized thoughts and clear explanations
- Ability to stay focused and concentrated for prolonged period of time
- Open minded about technology and solutions

### Programming

- Java, JavaScript, HTML5, CSS3, PHP, SQL

## EDUCATION

### Bachelor of Science in Computer Science and Systems

University of Washington

Expected 06/2017

Seattle, WA

- Related courses: Programming I/II, Programming Practicum, Discrete Structures, C, Data Structures, Design & Analysis of Algorithms, Machine Org, Computer Ethics

## EXPERIENCE

### Dropbox Student Ambassador

Dropbox

09/2015 – 11/2015

Seattle, WA

- Strategized and implemented guerilla marketing tactics to promote product to over 1,500 clients
- Capitalized on social media, online groups, and college community to assist product exposure
- Showcased potential of Dropbox technology to lead clients towards becoming adopters

### Salesforce Data Intern

AppDynamics

07/2015 – 09/2015

San Francisco, CA

- Supported business development team by reconciling 5,000+ Salesforce client accounts

### IT Intern

Yerba Buena Center for the Arts

06/2015 – 09/2015

San Francisco, CA

- Resolved technical support issues efficiently while building a professional relationship with clients
- Virtualization operations including backup and restoration
- Redesigned and built company intranet, splash page, and new employee onboarding form
- Built a database using MS Access for better data governance over IT inventory of 10 years +
- Resolved networking issues by building heat maps to diagnose problem areas

## PERSONAL PROJECTS

### Tetris

University of Washington

1/2016

Seattle, WA

- Built a GUI for the game of Tetris with Swing using observer pattern, Swing timer, and OOP
- Created point tracking algorithm and implemented additional game features

### Maze Generator

University of Washington

05/2016

Seattle, WA

- Built a generator for a 2-dimensional n by m maze with no cycles utilizing DFS
- Implemented a minimum spanning tree to highlight solution path to graphical display

### 2015 DubHacks

University of Washington

10/2015

Seattle, WA

- Project managed and designed DonutWorry – a web app used for optimizing food consumption
- Responsible for leading the front end development utilizing JavaScript, HTML, CSS3
- Assisted in back end development utilizing NodeJS