NICHOLAS WU

TECHNICAL SKILLS (*bold skills indicate proficient knowledge)

- Languages: Java, C++, C, Python, C#, Scala, SQL, HTML, CSS, Javascript, Batch, Shell, Intel x86, Arm V7
- Environments: Linux, Windows, Android Studio, Visual Studio, Intellij, Vim, Unity, GDB, Eclipse, VSCode
- Technologies: Git, Android, REST, JSON, JavaFX, Firebase, Vue.js, Node.js, Microsoft Bot Framework
- Databases: Teradata, MariaDB, MSSQL, Oracle, SAP Hana
- Hardware: SystemVerilog, Quartus, VHDL, Arduino, Raspberry Pi, FPGA

ACADEMIC & CO-OP STATUS

University of British Columbia, BASc in Computer Engineering, Dean's Honour List

September 2014 - May 2019

Completed 2/5 work terms; Available for 4 or 8 months beginning September, 2017

WORK EXPERIENCE

University of British Columbia (C++, Java) | Undergraduate Researcher | Vancouver, BC Department of Electrical and Computer Engineering

Present

- Develop DINAMITE, a software performance analysis tool for C/C++ programs, under the supervision of Dr. Alexandra Fedorova
- Design solutions to instrument Java Bytecode, allowing DINAMITE to also analyze Java programs

Safe Software (C++, Java) | Software Developer Intern | Surrey, BC

May 2016 - December 2016

- Upgrade C++ compiler (VC10 to VC14) for over 800+ projects to enable C++11 features for every developer
- Wrap 3rd party libraries and re-design interfaces to fix DLL boundary issues
- Implement the Teradata format using Java's JDBC, allowing customers to read/write data from/to Teradata Database
- Design scalable solutions for bugs, document bug-fixes and create regression tests to minimize technical debt

PROJECTS & HACKATHONS

Course Schedule Scrapper (Python)

April 2017 - Present

- Use BeautifulSoup, requests and lxml to scrape data for every course at UBC and store it on Firebase
- Allow users to select desired courses that are full and notifies them of available seats by leveraging Twilio's API
- Implement an automated course schedule maker that outputs all possible schedules given input courses

Desktop Launcher (C, Android/Java, SystemVerilog)

January 2017 - April 2017

- Assemble a toy turret consisting of a LCD screen, Bluetooth dongle, Wi-Fi chip, camera, and servo motors
- Design a simple UI on a VGA screen and mobile device to control the turret, take photos, shoot projectiles
- Implement motion detection and colour blob tracking using OpenCV

Food Shake (Android/Java) @ nwHacks 2017

March 2017

- Design an application to solve "Where should we eat?" situations by randomly selecting a nearby restaurant on phone shake
- Create an Android wrapper for Yelp's API and Google Map's API to fetch data, display pictures and show directions
- Implement optional user preferences such as budget, cuisine type, and distance

Blackjack Game (Java)

December 2015 – February 2017

- Design the GUI using JavaFX, implement features such as wagers, double-down, split, and high-score
- Program a dealer AI that simulates a real blackjack game in the casino

UBC Snowbots (C, C++, Python) | Senior Firmware Developer

September 2014 - September 2016

- Build an autonomous robot that navigates through an obstacle course for the annual IGVC Competition
- Develop C++ code to analyze current location and calculate distances/angles towards a given waypoint
- Integrate GPS firmware driver to relay data in real-time for master driver to make decisions

Arduino-Based Autonomous Robot (C, Android/Java)

January 2016 – February 2016

- Implement autonomous driving using Turtle:2WD mounted with an ultrasonic sensor to detect objects
- Integrate hall-effect sensors on both wheels to stabilize straight movement with a negative-feedback loop

Restaurant Database (Java)

December 2015

- Implement a restaurant database that stores information about certain restaurants, reviews and Yelps' user information in JSON
- Enable a multi-threaded client-server pattern to return data about restaurants given an input query

MORE PROJECTS

For more projects and details, please visit github.com/nickwu241/list-of-projects