

Sara Wu

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EDUCATION

University of Washington

B.S. in Computer Science; GPA: 3.7/4.0

Seattle, WA

Sept 2021 – Jun 2025

TECHNICAL SKILLS

Languages: Java, C/C++, JavaScript, HTML/CSS, Python

Frameworks: React, Node.js, WordPress

Developer Tools: Git, VS Code, IntelliJ

EXPERIENCE

Teaching Assistant

Sept 2022 – Present

Paul G. Allen School of Computer Science & Engineering

Seattle, WA

- Teach weekly quiz sections reviewing content for the class CSE 122, which teaches introductory Java fundamentals concerning data structures, control flow, and style.
- Grade weekly assignments and other exams, as well as attending meetings to discuss and adjust grading criteria.
- Assist students in the Introductory Programming Lab (IPL), through answering conceptual questions and supporting independent learning by guiding them through bugs and encouraging critical thinking.

Resident Advisor

Sept 2022 – Present

University of Washington Housing & Food Services

Seattle, WA

- Foster safety and a sense of community within a residence hall that houses 900+ students, while directly managing 59 residents.
- Fulfill on-call duties by responding to immediate calls for support ranging from issues of facility management or policy violations, to emotional support and safety concerns, to small and large scale emergencies.

Software Team Lead – Controls

Sept 2022 – Present

Advanced Robotics at the University of Washington

Seattle, WA

- Develop robot control code using command-based programming in C++, with a focus on movement speed.
- Contribute to Taproot, an open-source library used by the team and other developers.
- Introduce and familiarize other team members to the controls codebase.

PROJECTS

InterAlia | *Python, RenPy, WordPress*

Jan 2021 – May 2021

- Worked as the game developer lead in a group of three to create a visual novel video game as a part of a project for graduating seniors.
- Implemented various narrative and visual requests from the narrative and artistic leads, as well as navigating a work setting with team members in different specialties.
- Used WordPress to host a custom website for a game development blog to monitor progress.

Mob - Meal Date Planner | *React, Node.js, HTML/CSS, Figma*

Aug 2022 – Sept 2022

- Prototyped a web application designed to revitalize social connection in a post-COVID world by making meal planning easier and more fun.
- Delivered the project pitch at DubHacks 2021, winning the Facebook Social Good award and placing within the top 3 finalists for the studio track.
- Utilized Figma for prototyping, React + CSS for frontend design and functionality, and Google Firebase for cloud database services and web hosting.

MapleBot | *JavaScript, Node.js, Discord.js*

Jun 2022 – Sept 2022

- Developed a bot to help manage the server for a residential hall floor.
- Created a JavaScript Discord bot that interacts with users by replying with text and gifs, providing personal
- Utilized Replit and UptimeRobot to stay online for free without the need for a hosting platform.