

steven wu

PROFILE

Fourth Year **Computer Science** Major at UC Berkeley

August 2011 – December 2015

Minor in **Design and Innovation**

Graduating **December 2015**

EXPERIENCE

PIXAR ANIMATION STUDIOS – Emeryville, CA

June 2014 – August 2014

Technical Director Intern – Pixar University

: Designed and prototyped functional web interfaces for departmental teams, centralizing tasks and communication between tech artists and software engineers. Used Illustrator, Photoshop, Atlassian products and HTML5/CSS3.

: Conducted user experience research with tech artists to determine interaction techniques by performing heuristic evaluations and usability tests.

: Modularized technical operations' workflow and refactored the on boarding curriculum for Pixar's changing pipeline including updates to legacy tutorials (Presto, Houdini, Katana).

MICROSOFT CORPORATION – Redmond, WA

January 2013

Servers and Tools Extern

: Strategically planned, developed monetization strategies, researched competing trends for internal use for the Strategy Team in the Servers and Tools Division of Microsoft.

: Analyzed Microsoft infrastructure software, developer tools and especially those in the cloud platform: Windows Server and SQL.

MOTOROLA MOBILITY – Sunnyvale, CA

January 2012

Software Development Extern

: Job shadowed Software Development Engineers and Quality Assurance Engineers, discussed recent developments and cloud based services for the company's Android devices.

SAMWELL TESTING – Taipei, Taiwan

August 2010

Research Assistant Intern

: Measured sound pressure, sound power, and sound quality for laptops by using an artificial head and a ten-microphone system in the anechoic room.

OVERSEAS COMPATRIOT AFFAIRS COMMISSION – Yunlin, Taiwan

July 2010

English Teaching Instructor

: Volunteered teaching English to disadvantaged elementary students in rural Taiwan. Created an engaging and interactive curriculum and teaching plan with co-instructors daily.

SIDE PROJECTS

CookEase – <http://bit.ly/1y6gsCI>

January 2014 – May 2014

: A mobile application that detects when kitchen-cooking tasks have completed using audio recognition and WEKA machine learning algorithms to train for the proper classification of sounds and provides notification alerts.

Hand Washing Gamified with Leap Motion – <http://on.be.net/1u1AEP3>

January 2013 – May 2013

: A desktop application that creates a game out of hand washing. Used PyGame, Mingus and Leap Motion SDK.

: The application uses a Leap Motion device to tracks users' hand gestures and provides audio and visual feedback.

Wash 'n' Fold – <http://on.be.net/1jzp7mL>

January 2012 – May 2012

: A computer animated short film completed as part of the UC Berkeley Undergraduate Graphics Group (UCBUGG).

SKILLS

Human-Centered Design Wireframing, Mockups, Interaction Design, Usability Testing and Analysis

Front-End Prototyping Web (HTML5/CSS3/JS), Android (Java/XML), Balsamiq, Sketch, Omnigraffle

Languages Python, Java, JavaScript, Ruby on Rails, SQL, C, Unix

3D Software Packages Presto, Houdini, Katana, Maya

ACTIVITIES

berkeleyByte – Design, Innovation, Technology, and Culture News Blog, Staff Writer

Spring 2014 – Present

Berkeley Innovation – Human-Centered Design Organization, Social Chair Officer

Spring 2013 – Present

COURSEWORK

Design **CS 160** UI Design & Development; **Art 178** Game Design; **MechE 198** Human-Centered Design

CS Theory **CS 61B** Data Structures; **CS 70** Discrete Mathematics and Probability; **CS 188** Artificial Intelligence

CS Application **CS 161** Computer Security; **EE 122** Communication Networks; **Music 158** Max/MSP

Computer Animation **CS 98** UCBUGG; **CS 194-008/CNM 190** Advanced Digital Animation