

steven wu

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TECHNICAL JavaScript ES6+, React, Redux, Node, Express, Babel, Webpack, Redis, HTML, CSS (CSS3, Preprocessors), Git, Unix

EXPERIENCE **NASA (via SJSURF)** Feb 2016 - Present
Mountain View, CA
Software Engineer – Human-Computer Interaction Group

- : Accelerating software web development by implementing an accessible and performant React design system by maintaining design laws, patterns and reusable components, and prioritizing feature requests from 25+ user communities within the agency.
- : Developing a suite of admin configurable web applications that identify what anomalies may occur for future human spaceflight missions and the International Space Station by partnering with user researchers and interaction designers extensively and synthesizing user needs into major extendable enhancements.
- : Leading the engineering culture in adopting modern web technologies (CSS Flexbox, ES6+, Web Performance Optimization) and offering solutions for potential cross-browser issues.

Pixar Animation Studios June 2014 - Aug 2014
Emeryville, CA
Technical Director Intern – Pixar University

- : Launched a series of scripting tutorials for Pixar's onboarding process incorporating Python procedural generation, scene blocking, and lighting (Houdini, Presto, Katana) - now used in production for Pixar's onboarding process for full-time technical artists.
- : Implemented interactive prototypes in JavaScript, CSS and HTML and specified design documents to eliminate redundant computer animation tasks, reducing time spent by technical artists on film productions by 30%.
- : Contributed and evolved various parts of Pixar's studio-wide documentation in its transition to its next-generation animation software pipeline, supporting technical artists on future feature and short films.

EDUCATION UC Berkeley - Bachelor of Arts in Computer Science 2011 - 2015

INTERESTS Power Vinyasa Yoga -- Rhythm Video Games -- Musician Discovery -- Noodle Soups