steven wu

LINKEDIN.com/in/stevenwu23
WEBSITE stvnwu.github.io
GITHUB.com/stvnwu

LOCATION San Francisco, CA
EMAIL swu707@gmail.com
CELL (707)-217-3834

TECHNICAL

Currently using: JavaScript ES5/ES6, React, Redux, Stylus, Git, HTML, CSS

Used in the past: React Native, Python, Java, C, jQuery

EXPERIENCE

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

: Developing a suite of web applications that identify what anomalies may occur for
  future human spaceflight missions.
: Leading the migration of server-side rendered templates to a modern front-end
  component architecture (React, Redux, RxJS), achieving a TTFB from 1.8s to 0.02s.
: Spearheading the adoption of React and Redux techniques interally and brought
  forth the front-end engineering team to a spotlight role within the organization.
: Implemented in-line commenting for structured data, centralizing discussions across
  multiple documents. Saved 32 days per document review.

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

: Produced design specifications using Illustrator and Photoshop to eliminate
  redundant computer animation tasks, reducing time spent by technical artists on film
  productions by 30%.
: Documented various parts of Pixar's animation software pipeline (Presto, Houdini,
  Katana) to support technical artists on future feature and short films.
: Generated comprehensive blocking, procedural generation, and lighting tutorials and
  examples to reflect UI changes, now used in production for Pixar's bootstrapped
  onboarding process.

EDUCATION

UC Berkeley   2011 - 2015
Bachelor of Arts in Computer Science

INTERESTS

Sous Vide -- Design Language -- Pilates -- Rhythm Games -- Collecting Vinyls