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steven wu

PROFILE	Fourth Year Computer Science Major at UC Berkeley Minor in Design and Innovation Graduating December 2015	August 2011 – December 2015
EXPERIENCE	PIXAR ANIMATION STUDIOS – Emeryville, CA 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 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 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 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 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.	June 2014 – August 2014 January 2013 January 2012 August 2010 July 2010
SIDE PROJECTS	CookEase – http://bit.ly/1y6gsCI : 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 : 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 : A computer animated short film completed as part of the UC Berkeley Undergraduate Graphics Group (UCBUGG).	January 2014 – May 2014 January 2013 – May 2013 January 2012 – May 2012
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 Berkeley Innovation – Human-Centered Design Organization, Social Chair Officer	Spring 2014 – Present 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	

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Computer Animation [CS 98](#) UCBUGG; [CS 194-008/CNM 190](#) Advanced Digital Animation