steven wu

LINKEDIN.com/in/stevenwu23
PORTFOLIO stevenwu.co
GITHUB.com/stvnwu

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

TECHNICAL SKILLS

Strong: JavaScript ES5/ES6, React/Redux, Node, Git, HTML/CSS, MySQL, Postgres

Experienced: Python, Java, C, Mocha, Chai, Jasmine, D3, jQuery

EXPERIENCE

SJSU Research Foundation at NASA Ames Research Center   Feb 2016 - Present
Moffett Field, CA
Senior Research Associate (SWE) – Human-Computer Interaction Group

: Developing high volume data integration software that identifies Exploration Systems
  Development (ESD) problem reporting and flight readiness in preparation for the Space
  Launch System (SLS)
: Building UI components that enable another decade of mission support for Mission Assurance
  Systems alongside a cross-pollinated team of software engineers and interaction designers
: Architecting a reusable UI component framework implemented in React and Redux in an
  effort to create scalable modular dashboards that serve users agency wide

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 pipeline (Presto, Houdini, Katana) referencing UI
  redesigns 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 as Pixar's bootstrapped onboarding
  process

PROJECTS

CookEase   — **Software Engineer**
Native Android app that detects when cooking tasks have been completed   http://bit.ly/1XJQcbo
: Engineered audio recognition and WEKA machine learning algorithms to train mobile phones
  to listen for and identify sounds produced by kitchen appliances

Hand Washing Gamified with Leap Motion   — **Software Engineer**
Desktop app that creates a game out of hand washing   http://on.be.net/1u1AEP3
: Processed hand gesture recognition with Leap Motion utilizing PyGame, Mingus, and Leap
  Motion SDK to provide audio and visual feedback to notify the user upon completion of hand
  washing

EDUCATION

UC Berkeley   Bachelor of Arts in Computer Science   2011 - 2015

INTERESTS

Meditation + Tea --- Design Language --- Transit Maps --- Swimming --- Music Production