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# steven wu

## PROFILE

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

August 2011 – May 2015

Graduating **May 2015**

## EXPERIENCE

**PIXAR ANIMATION STUDIOS** – Emeryville, CA

June 2014 – August 2014

**Technical Director Intern – Pixar University**

: Revised proprietary software tools' user interface. Provided documentation to support technical artists on future films/shorts. Worked on various parts of Pixar's pipeline (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/1y6gsCl>

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 track 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