

steven wu

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LOCATION San Francisco, CA
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TECHNICAL JavaScript ES6/ES5, React, Redux, Node, Redis, Webpack, Git, Unix, HTML, CSS (CSS3, Preprocessors), React Native, Python, Java

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

- : Accelerating software web development by building 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 designers extensively and synthesizing user needs into extendable features.
- : Leading the engineering culture in adopting modern web technologies and brought forth the front-end engineering team to a spotlight role within the organization.
- : Spearheading a migration of server-side rendered templates to a front-end component architecture (React, Redux, RxJS, Stylus), reducing TTFB by 87.5%.
- : Implementing in-line commenting for structured data, centralizing discussions across multiple documents. Saved 30+ days per hardware engineering 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 - Bachelor of Arts in Computer Science 2011 - 2015

INTERESTS Sous Vide -- Pilates -- Rhythm Video Games -- Collecting Vinyls -- National Parks