

EMAIL swu707@gmail.com
PORTFOLIO stvnwu.com
BASED IN Berkeley, CA
CELL (707)-217-3834

steven wu

PROFILE

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

August 2011 – December 2015

Graduating **December 2015**

EXPERIENCE

PIXAR ANIMATION STUDIOS – Emeryville, CA

June 2014 – August 2014

Technical Director Intern – Pixar University

Revised proprietary software tools' user interface implementation. Provided documentation to support technical artists on future feature 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 kitchen productivity mobile application that listens for kitchen sounds when a user is away from a kitchen.

Hand Washing Gamified with Leap Motion – <http://on.be.net/1u1AEP3>

January 2013 – May 2013

An application that adds a gaming incentive to the act of hand washing. The application tracks 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

Languages Python, Java, JavaScript, 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 Applications **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