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

NASA Ames Research Center — **Moffett Field, CA**   2016 - Present
Software Engineer – Human-Computer Interaction Group

: Software development of Mission Assurance Systems supporting the agency and the ISS
: Implmenting usabilitiy workflows with React + Redux optimizing for system performance and page load times to be independent of the DOM size
: Working on a cross-pollinated team of interaction desginers and engineers, building UI components that enable another decade of mission support
: Engineered tools and processes for running, downloading, and subscribing to mission safety and assurance reports, reducing cognitive overhead previous procedures took

Pixar Animation Studios — **Emeryville, CA**   2014
Technical Director Intern – Pixar University

: Produced design specifications using Illustrator and Photoshop to eliminate intermediate 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

rectangle   — **Product Lead + Software Engineer**
Native iOS app where people use QR codes to exchange paperless business cards http://bit.ly/1OxDndW

: Abstracted reusable front-end systems using React Native for future maintainability
: Optimized performance and accessibility by identifiing front-end best practices using visual and interactive design disciplines
: Worked cross-functionally across design and engineering to polish the product experience

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 --- Golden Bears Football

Rock Climbing --- Language Translation --- English Menus in Other Countries