

steven wu

PROFILE Fourth Year **Computer Science Major** at UC Berkeley August 2011 – May 2015
Certificate in **Human-Centered Design** from UC Berkeley
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/1y6gsCI> 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 (HTML/CSS/JS), Unity, 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