# Summer Wu

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## Experience

**Program Manager, Microsoft HoloLens**          **August 2018 – present**
Managing Microsoft's mixed reality partnership with Epic Games. Developing the roadmap for Unreal Engine 4 support for HoloLens 2 and mixed reality services. Driving partner adoption and building out a content ecosystem of 3rd party mixed reality experiences built on Unreal. Tracking developer success metrics.

**Software Engineer (Employee #1), 3ayez, Egypt**          **June 2018 – August 2018**
Designed and developed two mobile apps, one web app, and numerous tools for a YC-backed startup in Egypt. Ran user training sessions for grocery store employees and order delivery drivers. Pitched to investors.

**Teaching Assistant, Yale School of Management**          **January 2018 – May 2018**
Held office hours, led walkthroughs, and graded exams for a class of 40 MBA and undergraduate students.

**Head Morse First-Year Counselor ("FroCo"), Yale University**  **August 2017 – May 2018**
Led a team of 7 counselors, as well as oversaw the transition of 16 first-year students to Yale. Liaised between the Morse FroCos, Dean, Head of College, and Head FroCos of Yale's 13 other residential colleges.

**Technology Associate Intern, Bridgewater Associates**          **June 2017 – August 2017**
Managed the responsive redesign of Bridgewater's client-facing portfolio analysis product. Redesigned product was approved by management to be rolled out to external clients in September 2017.

**Head CS50 Teaching Fellow, Yale University**          **March 2016 – February 2017**
**CS50 Teaching Fellow, Yale University**          **February 2015 – March 2016**
Lead a weekly section of 12 students, held office hours, fielded questions via email and the course's discussion board, graded assignments, and hosted events including "Puzzle Day", a hackathon, and a project fair. Additional responsibilities as Head TF included team-building, planning meetings, and directing course strategy.

**Engineering Practicum Intern, Google**          **May 2015 – August 2015**
Researched bottlenecks for the Play Store Android app on legacy (2G) connections. Implemented a "tap to load screenshot" feature that reduced the amount of data being downloaded for each app page by > 50%.

**Software Engineering Intern, AVOS Systems, Inc.**          **September 2013 - March 2014**
Developed and launched "Dropdot," an educational connect-the-dots Android game for children, in 5 months. Featured by Google in their app store. Had 28,000 downloads in 164 countries, 2 months after launch.

## Education

**Yale University, New Haven CT**          **2014-2018**
Bachelor of Science with Distinction in Computer Science, May 2018
- *Selected Coursework*: AI, Algorithms, NLP, Distributed Systems, Systems Programming and Computer Organization, Computational Intelligence for Games, Engineering Innovation and Design, Linear Algebra, Probability and Statistics, Competitive Strategy, Behavioral Economics, Influence and Persuasion, Graphic Design, Life Worth Living

**Aquincum Institute of Technology, Budapest, Hungary**          **January 2016-May 2016**
Spring Study Abroad
- *Selected Coursework*: Data Mining, Computer Graphics, Computer Vision, UI Design

**Illinois Mathematics and Science Academy, Aurora IL**          **2010-2013**
Diploma, June 2013; Skipped 9th grade

## Awards/Publications/Skills

***Awards:*** Morse Community Leadership Award, Share a #Hack with Coke Grand Prize, LinkedIn Festival 1st Place, Capital One Software Engineering Summit Hackathon Winner, Citadel Data Open Summer Invitational Runner-Up, Top Performing Alexa Skill Creator, PennApps Top 10, CopenHacks Most Innovative Hack, Comcast Leaders and Achievers Scholarship, International High School Mathematical Contest in Modeling- Outstanding Rank, National Merit Scholar
***Publications:*** Nature Nanotechnology, Huffington Post, Digital Commons @IMSA, Yale Herald
***Technical Skills:*** UE4, C++, Unity/C#, C, Android/Java, React/JS, Django/Flask/Python, HTML5, LESS/CSS3, R