WAYNE WU

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HIGHLIGHTS

Languages: C++, C#, Java, Python, Perl, HTML, Matlab, SQL
Mobile/Front End: Android, Universal Windows, iOS
Frameworks/Tools: Django, Spock, Gradle, Git, Travis CI
Concepts: Data Structures, Algorithms, OOP, Concurrency

Agile: SCRUM, Google Design Spring
Product Development: UI/UX Research, Cross-functional Collaboration, Design Methodologies, Project Planning, Entrepreneurship.

PROFESSIONAL EXPERIENCE

Technical Director	💼 **Tangent Animation**	📍 Remote	Present

- Working with CG supervisors and artists to tackle on problems in the **3D animation software** and **production pipeline**, in order to breach the existing technical limitations and inefficiency.
- Conducting **R&D** on new **UI** for **Blender** based on the most optimal animation workflow, and implementing the solutions in Blender as add-ons (**Python**) and in the software (**C++**)

Associate Software Developer	💼 **Electronic Arts**	📍 Vancouver, BC	Winter 2017

- Supported PvZ: Garden Warfare 2's **live service** team with **new features** and workflow improvements in the **game engine** (**Frostbite**) and **game server,** both which were heavily **C++** focused.
- Provided enhancements to the **MTX system** in GW2 for behavioral analysis and **A/B testing**, including the ability to **sort over 800 unique card packs** based on a defined order unique to different user groups.
- Delivered a collection of automation toolsets in **C#** for QA and testing purposes.

Software Engineering Intern	💼 **Yahoo Inc.**	📍 Taipei, Taiwan	Spring 2016

- Led the intern project in the development of a **mobile** solution using **Android** (**Java**) that improves the current Yahoo **e-commerce app**'s search functionalities to **narrow down 27M+ listings**.
- **Open sourced** Yahoo's internal toolset, **Parsec**, used to accelerate the process of building **Java Web Services**, implemented in **Java** and **Groovy.** (https://github.com/yahoo/parsec)

Junior Technical Director	💼 **Tangent Animation**	📍 Toronto, ON	Fall 2015

- Introduced new **Blender toolsets (Python)** in Python specifically for **rigging, layout** and **animation**, increasing the **productivity** of artists by **over 30%**.
- Established an animation **asset managing system** built upon **Django**, integrated into Blender's API as well as a **Universal Windows** (**C#** and **XAML**) application.

Performance Analysis Engineer	💼 **AMD**	📍 Markham, ON	Winter 2015

- Developed **graphics benchmarking tools** by scripting game **automations** using **Perl** for ATI and NVIDIA graphics units, and delivered **100+** previously unavailable performance data for **technical marketing**.

ENGINEERING PROJECTS

Black Strider	💡 **Unity Game**	🔗 github.com/wayne-wu/blackstrider	Fall 2016

- Created a **2D Action Runner** game in **Unity** using open-sourced sprites and built-in Unity assets, from level design, animation, gameplay programming to HUDs.
- Developed **game scripting** solutions in **C#** to support the game logic such as terrain generations, state machine behaviours for animation, character controls and enemy AI.

Neverland	💡 **Messenger BOT**	🔗 github.com/wayne-wu/yneverland	Summer 2016

- Created an **online matchmaking** system using **Facebook Messenger's API** and developed a messenger **BOT** that connects different Facebook profiles together based on preferences.
- Implemented the matchmaking logic in **Python** using **Django** as the database handler, powered by **Heroku**

EDUCATION

University of Waterloo, Waterloo, Ontario	2014 - Present
Bachelor of Applied Science, Honours Systems Design Engineering	Expected Graduation Month & Year: **June 2019**

- Dean's Honour List 2015, 2016
- President's Scholarship 2014 -2015
- GPA: 3.9
- Rank **3rd**

INTERESTS

- Product Design
- Software Development
- Films, Animation, & Games
- Bartending