

Wilson Wu

Software Developer
Born 1977 in New York



Experience

Developer

Company A

since January 2016

Programming and watching cute cat videos.

Frontend Developer

Company B

January 2015 - December 2015

Fulfillment of extremely important tasks.

Trainee

Company C

March 2014 - December 2014

Making coffee and baking cookies.

Education

Master of Arts

March 2012 - December 2013

Major in Hacking and Computer Penetration, University A, New York, USA.

Bachelor of Science




March 2009 - December 2011

Major in Engineering, University B, Los Angeles, USA.

Projects

best-resume-ever

Vue

  Build fast  and easy multiple beautiful resumes and create your best CV ever! Made with Vue and LESS.

Contributions

best-resume-ever

  Build fast  and easy multiple beautiful resumes.

<https://github.com/salomonelli/best-resume-ever>

About me

I am currently working as a Senior Developer Level 2/Tech Lead in the Gaming Industry. I gained my master's degree in computer science in 2007. Worked as full stack developer from 2007 to 2009 by building intelligent building management systems with C++ and SQL. In 2009, I joined the gaming industry, became a front-end developer working on C++, ActionScript, JavaScript, and typescript. I created my first game engine in 2012, which became one of the most successful and long-standing game engines in our company. More than a hundred games have been developed on this engine, including many of our company's legendary games. This engine is still in use today in 2022. Since 2019, I have been working on a new game engine focused on fast development and maintainability. For fast delivery, we build our engine on top of Cocos Creator to utilize its UI Editing and templating capability. For maintainability, we focus on re-usability, unit testing and automation, aiming to use a single code base to drive a large number of games. Currently, the entire department is adopting this new engine. For some of our games, we are able to reduce our development time from 3 months to a week.

Also proficient in Adobe Photoshop and Illustrator, grew up bilingual (English and Klingon).

Skills

HTML5	CSS3	JavaScript
Node.js	Angular 2	TypeScript
ES.Next	Docker	

Contact