

William Wu

wmwu@ucsd.edu • williamwu.site • github.com/wllmwu

EDUCATION

University of California San Diego

La Jolla, CA | Oct 2020 – Jun 2024 (expected)

- B.S. in Computer Science; cumulative GPA 4.00
- Courses: Data Structures, Algorithms, Software Engineering, Operating Systems, Compilers

SKILLS

Languages: Java • Python • JavaScript • TypeScript • HTML/CSS • Haskell • C/C++ • Swift • Dart • SQL

Technologies: Git • Node.js • React/React Native • Expo • Flutter • Express • MongoDB • AWS • Docker • Kubernetes • Make • GitHub Actions • Jest • JUnit • GDB • Bash • Regex • Unity • LaTeX • Figma

EXPERIENCE

Triton Software Engineering | VP Engineering

La Jolla, CA | Apr 2022 – present

- Leading team of 7 project managers, supervising org-wide training/events, and helping to resolve conflicts/technical issues while influencing our direction as a board member
- Contributed to 4 different projects with potential for thousands of users as a developer, Nov 2020 – Jun 2022 (see williamwu.site/projects/tse), using latest tech including React, Express, MongoDB
- Triton Software Engineering is a UCSD student organization that develops software pro bono for local nonprofits (tse.ucsd.edu, github.com/TritonSE)

HarvestHaul | CTO

SF Bay Area, CA | Mar 2021 – present

- Incubating at the Harvard Innovation Labs via the Venture Program (harvesthaul.com)
- Building a platform for small farmers and vendors to promote themselves to customers and offer loyalty rewards at local farmers' markets
- Leading development of mobile and web apps, supervising integration with other services such as AWS Amplify/Cognito/DynamoDB and Stripe

Motorola Solutions | Software Engineer Intern

Chicago, IL | Jun 2022 – Sep 2022

- Integrated security video analysis app with MS Azure speech-to-text service to create responsive search experience; demonstrated to executives with market of thousands of enterprise clients
- Implemented adapter Kubernetes pod to receive and reformat object detection info from Calipsa, a new acquisition, processing millions of events every day

ElectrifAi | Software Engineer Intern

Jersey City, NJ | Jun 2021 – Aug 2021

- Designed/implemented base Docker container for DevOps team to deploy 70+ different machine learning models to clients, with built-in encryption and licensing integration
- Performed quality control on ~1,000 ML outputs to retrain a model for dataset of 10,000+ input documents, and vetted new labeling software for QA team to increase efficiency

PROJECTS

Copy Better

Apr 2019 (latest update Sep 2021)

- Designed/implemented an extended clipboard utility app from scratch, using Swift and Xcode (github.com/wllmwu/2018-copy-better)
- 11,000+ downloads on the App Store, 120,000+ user sessions since initial release

Snake, Cubed

May 2020

- Developed a 3D augmented-reality version of the snake game from scratch, using C# and Unity; released on the App Store (github.com/wllmwu/2020-snake-cubed)