

William Wu

dev.wwu@gmail.com • williamwu.site • github.com/wllmwu • linkedin.com/in/wllmwu

EDUCATION

University of California San Diego

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

- B.S. in Computer Science, with Minor in Business; cumulative GPA 4.00
- Courses: Data Structures • Algorithms • Operating Systems • Compilers • Computer Architecture • Cybersecurity • Machine Learning • Computer Graphics • Product Management
- Extracurriculars: Vice President of Triton Software Engineering

SKILLS

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

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

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
- Developed for 4 projects since Nov 2020, 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)

Motorola Solutions | Software Engineer Intern

Chicago, IL | Jun 2022 – Sep 2022

- Created responsive search experience by integrating security video analysis app with MS Azure speech-to-text service; 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, via AWS Kinesis, processing millions of events every day
- Won Best in Category in department-wide hackathon against 34 other teams

ElectrifAi | Software Engineer Intern

Jersey City, NJ | Jun 2021 – Aug 2021

- Improved DevOps experience by implementing configurable Docker container to deploy 70+ different machine learning models to clients, with built-in encryption and licensing integration
- Trained natural language processing model on 10,000+ input documents from a real client and increased QA efficiency by testing new labeling software

PROJECTS

UCSD Course Grapher

Dec 2022

- Eased course planning for UCSD students by creating a website that visualizes course prerequisites as network graphs (coursegrapher.app, github.com/wllmwu/course-grapher)
- Used Python to scrape/clean data from course catalog, React/TypeScript to display on frontend with custom graph drawing algorithm

Copy Better

Apr 2019 (latest update Mar 2023)

- Reduced frustration for thousands of users by creating an extended clipboard utility app, using Swift and Xcode (github.com/wllmwu/2018-copy-better)
- 14,000+ downloads on the App Store, 240,000+ user sessions since initial release

Snake, Cubed

May 2020

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