

William Wu

(925) 922-7924 • wmwu@ucsd.edu • williamwu-dev.weebly.com • github.com/wllmwu

EDUCATION

University of California San Diego

La Jolla, CA | Oct 2020 – expected Jun 2024

- B.S. in Computer Science; cumulative GPA 4.00
- Coursework: Object-Oriented Programming, Data Structures, Software Tools, Computer Architecture

SKILLS

Languages

Java • Python • JavaScript • C# • Objective-C • Swift • HTML • CSS • SQL • TypeScript • Ruby on Rails

Technologies

Git • MongoDB • Express • React • Node.js • Ionic • Jest • JUnit • GDB • regex • Bash scripting • Vim • Unix
• Xcode • Unity • LaTeX • Blender

EXPERIENCE

Triton Software Engineering | Developer

La Jolla, CA | Nov 2020 – present

- Distribution Web App: Using JavaScript, React, and MongoDB to build a web app for Feeding San Diego, allowing staff to easily view/update data about their agency partners and manage distribution of supplies to people in need around San Diego. (<https://github.com/TritonSE/distribution-web-app>)
- Triton Software Engineering is a student organization that develops software pro bono for social good.

ACES Academic Enrichment Center | Instructor

Austin, TX | Jun 2020 – Jul 2020, Jan 2021 – Apr 2021

- Taught four Python courses for 50+ students using my own lesson plans, covering topics including data structures, object-oriented programming, algorithmic problem-solving, and coding best practices.

CipherHealth | Software Development Intern

San Francisco, CA | Jun 2019

- Wrote unit tests in Ruby on Rails to verify receipt of data in Orchid, a digital rounding software and part of CipherHealth's hospital-patient engagement platform.
- Additionally performed QA testing with Jira on agile workflow, found and reported new bugs.

PROJECTS

UC San Diego Course Grapher

Work in progress

- Developing a student planning tool using Python which parses my university's course catalog and visualizes the prerequisites for each course. (<https://github.com/wllmwu/course-grapher>)

Snake, Cubed

May 2020

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

Copy Better

Apr 2019 (updated Oct 2020)

- Designed and built a clipboard-extension utility app from scratch, using Swift and Xcode. (<https://github.com/wllmwu/2018-copy-better>)
- 4,000+ downloads on the App Store, 66,000+ user sessions since initial release.

Math Keeper+

Jul 2017

- Designed and built a customizable math formula study app from scratch, using Objective-C and Xcode. (<https://github.com/wllmwu/2017-math-keeper>)
- 4,000+ downloads on the App Store.

AWARDS

Earned every point possible on the 2018 AP Computer Science A exam

May 2018

National Merit Battelle Scholarship

May 2020

SAE Heinz C. Prechter Automotive Excellence Scholarship

Jul 2020