William Wu

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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/Techniques

Amador Valley High School   Pleasanton, CA | Aug 2016 – May 2020
- GPA: 4.44 weighted, 4.00 unweighted
- Earned every possible point on the 2018 AP Computer Science A exam

SKILLS

Languages

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

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.
- 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.

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.

Copy Better   Apr 2019 (updated Oct 2020)
- Designed and built a clipboard-extension utility app from scratch, using Swift and Xcode.
- 4,000+ downloads on the App Store and 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.
- 4,000+ downloads on the App Store.

AWARDS

National Merit Battelle Scholarship   May 2020
SAE Heinz C. Prechter Automotive Excellence Scholarship   Jul 2020