

William Wu

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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 • SQL

Technologies: Git • MongoDB • Express • React • React Native • Node.js • Jest • JUnit • GDB • Docker • AWS • Make • Regex • Bash • Vim • Unix • Xcode • Unity • MATLAB • LaTeX • Figma • Blender

EXPERIENCE

Triton Software Engineering | VP Engineering

La Jolla, CA | Apr 2022 – present

- Leading team of project managers, ensuring all projects are progressing smoothly, and helping to resolve conflicts and technical issues while influencing our direction as a board member.
- 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

- Incubated at the Harvard Innovation Labs via the Venture Program. (harvesthaul.com)
- Designing and building a mobile app using React Native for customers to order from local farmers' markets and earn loyalty rewards.
- Supervising development of a web interface for vendors and integration with AWS Amplify/Cognito/DynamoDB and Stripe.

Triton Software Engineering | Developer

La Jolla, CA | Nov 2020 – Jun 2022

- TSE Moneta (2021–22): Used React, Express, and MongoDB to build an online database application that nonprofits can register with for free and customize for their own needs. (github.com/TritonSE/TSE-Moneta)
- FSD Distribution Web App (2020–21): Used React, Express, and MongoDB to build a web app for Feeding San Diego, allowing staff to easily manage data about agency partners and distributors. (github.com/TritonSE/FSD-Distribution-Web-App)

ElectrifAi | Software Engineering Intern

Jersey City, NJ | Jun 2021 – Aug 2021

- Designed and implemented a custom Docker base image 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 a dataset of 10,000+ input documents, and vetted a new labeling software for the QA team to increase efficiency.

PROJECTS

Copy Better

Apr 2019 (most recent update Sep 2021)

- Designed and built an extended clipboard utility app from scratch, using Swift and Xcode. (github.com/wllmwu/2018-copy-better)
- 9,000+ 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)