

# William Wu

Software Engineer | [dev.wwu@gmail.com](mailto:dev.wwu@gmail.com) • [williamwu.net](http://williamwu.net) • [github.com/wllmwu](https://github.com/wllmwu) • [linkedin.com/in/wllmwu](https://linkedin.com/in/wllmwu)

## EDUCATION

### University of California San Diego

La Jolla, CA | Oct 2020 – Jun 2024

- B.S. in Computer Science with Minor in Business, summa cum laude; GPA 3.99/4.0
- Courses: Data Structures, Algorithms, Operating Systems, Compilers, Computer Architecture, Cybersecurity, Machine Learning, Computer Graphics, Parallel Programming, Product Management

## SKILLS

**Programming languages:** JavaScript/TypeScript, Python, C/C++, Java, Haskell, Clojure

**Web technologies:** HTML, CSS, React, Node.js, Express, Next.js, Vite, Unified.js, Flutter, WebGL, REST APIs

**Cloud technologies:** MongoDB, SQL, GraphQL, Docker, Kubernetes, Swagger, AWS

**Developer tools:** Git, GitHub Actions, Makefile, Jest, GDB, Bash

**Other:** Regex, OpenGL, CUDA, Unity, Jira, Figma, Excel, LaTeX, Blender

## EXPERIENCE

### Stripe | Software Engineer

Seattle, WA | Jul 2024 – present

- New graduate position

### Stripe | Software Engineer Intern

Seattle, WA | Jun 2023 – Sep 2023

- Improved Stripe Dashboard's feature parity with public API by integrating previously unsupported fields, addressing use case of thousands of unique merchants, using React and Ruby
- Performed incident remediation by writing 4 new end-to-end synthetic tests, improving team's ability to detect problems before users are impacted

### 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 new Kubernetes pod to process object detection data from Calipsa, a recent acquisition, via AWS Kinesis, handling 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

### Wrong Cave!

Apr 2024 – Jun 2024

- Designed and built a 3D real-time multiplayer game using TypeScript and WebGL with a team of 6 other students for an advanced software systems course ([cse125.ucsd.edu/2024/cse125g1](https://cse125.ucsd.edu/2024/cse125g1))
- Implemented custom graphics engine, physics library integration, scalable entity system, and more

### Copy Better

Apr 2019 (latest update Mar 2024)

- Addressed common pain point in mobile user experience by creating an extended clipboard utility app for iOS using Swift and Xcode ([williamwu.net/apps/copy-better](http://williamwu.net/apps/copy-better))
- 18,000+ downloads on the App Store, 600,000+ user sessions

### UCSD Course Grapher

Dec 2022

- Eased course planning for UCSD students by creating a website that displays prerequisites in a visual format using Python, TypeScript, and React ([coursegrapher.app](http://coursegrapher.app))