

Alison R. Wu

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TECHNICAL SKILLS

Languages Java, Type/JavaScript, C, C#, C++, Python, Ruby/Rails
CLI Batch, Bash, Git

EDUCATION

University of British Columbia *May 2020*

- Bachelor of Science, Computer Science Major
- Chancellor's Scholar Award
- Dean's Honour List
- 3.8 / 4.0 GPA

WORK EXPERIENCE

Software Engineer – Passwordless Platform team (*Microsoft – Redmond, USA*) *Sept 2020 – Present*

- Designed, implemented, and now helping facilitate experimentation for a Passwordless AI feature

Software Engineer Intern (*Microsoft – Redmond, USA*) *May – Aug 2019*

- Investigated and documented multiple methods to improve Windows' Dynamic Lock feature
- Learned kernel debugging and implemented new user experience when using Dynamic Lock

Garage Developer Intern (*Microsoft – Vancouver, Canada*) *May – Aug 2018*

- Built a UWP application from scratch while following MVVM principles in a team of 6
- Assessed security risks through threat modelling and data flow diagrams

Junior Software Engineer (*Tasktop Technologies*) *May – Dec 2017*

- Designed and implemented directional filtering capabilities for product using Java and AngularJS
- Analyzed, corrected, and refactored classes for link transformation, caching, and various defects
- Tested all changes at unit, integration, and UI levels with JUnit, Selenium, Jasmine and Karma

Undergraduate Teaching Assistant (*UBC Dept. of Computer Science*)

CPSC314 – Computer Graphics *Jan – Apr 2019*
CPSC213 – Introduction to Computer Systems *Jan – Apr 2017*
CPSC110 – Computation, Programs, and Programming *May – Dec 2016*

- Administered labs, supervised forums, graded problem sets and exams, explained many concepts

IMIT Project Assistant (*BC Children's Hospital Research Institute*) *Sep 2016 – Apr 2017*

- Revamped internal support page to a centralized, one component app with Knockout.js
 - Acknowledged for improved UX by several institute facilities who depend on the support portal
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PROJECTS

Space Pearates – C++, OpenGL (<https://github.com/terbb/Space-Pearates/>) *Jan – Apr 2019*

- 2D platformer tower defense game created from scratch using ECS architecture in a team of 6

InsightUBC – TypeScript, Restify, React (<https://insightubc-cs.herokuapp.com/>) *Jan – Apr 2017*

- Implemented web app for course querying and room scheduling, unit testing with Mocha and Chai
- Created frontend UI with React components, styled with Bootstrap

GeoPost (nwHacks2017) – JavaScript, Google Maps API (<https://github.com/alisonrwu/nwhacks2017>) *Mar 2017*

- Mobile feed that geo-caches posts made in a team of 4, [won Best Node.js App using CockroachDB](#)
- Wrote Node.js server with page routing and connection to a CockroachDB cluster
- Implemented a map view of uploaded posts with JQuery and Google Maps API

PaperCut (BC Game Jam 2017) – Lua, Love2D (<https://github.com/terbb/bc-game-jam>) *Feb 2017*

- Prototyped a dimensional cutting game in a team of 3, [won Volunteers' Pick – First Place](#)
 - Learned Lua, setup base Love2D architecture and coded scoring system and shape rendering
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