Adele Wu

adelemwu@gmail.com • (415)939-0643 • linkedin.com/in/adele-wu/ • github.com/adele-wu • adelewu.netlify.app

Summary

Enthusiastic, self-motivated Computer Science graduate. Currently working as Associate QA Automation Engineer at Zwift. Strong work ethic and ability to work independently as well as collaboratively. Excellent organizational and management skills. Able to learn fast and deliver actionable results.

Education

Bachelor of Science in Computer Science - San Francisco State University - San Francisco, CA

08/2020 - 05/2022

Engineering Students Advisory Board (ESAB) – Public Relations Chair • Dean's List (4x)

Associates of Science Transfer in Mathematics - Skyline College - San Bruno, CA

08/2018 - 05/2020

Engineering and Tech Scholar (ETS) • National Science Foundation (NSF) Scholar + Scholarship Recipient • Promise Scholar • Environmental Club - *Social Media Chair* • Honors Club • Dean's List (2x) • Cum Laude

Classes Taken

Intro to OOP: JAVA, Intro to OOP: C++, Data Structures II, Calculus I, II, III, Linear Algebra, Discrete Math, Prob & Stats w/ Comp, Analysis of Algorithms I, Programming Methodology, Prog Paradigms & Lang, Software Engineering

Work Experience

QA Engineer, Zwift – Long Beach, CA

05/2021 - 08/2021, 07/2022 - Current

- Wrote automated code using an in-house proprietary tool to test in game utilizing JavaScript.
- Designed, planned, wrote, maintained, and executed automated tests.
- Reviewed and documented specification, collaborated with developers and teams to build test cases.

Firmware Engineer Intern, Energize Colleges (a Program of SEI) - Skyline College, San Bruno, CA 12/2018 - 06/2019

- Collaborated with an engineering student and professor to design and develop a prototype car counter system to help to regulate traffic flow while reducing carbon footprint of the campus.
- Utilized object-oriented programming to compile code in C++.
- Created a fully functional device using the Arduino Uno microcontroller. Connected a dot matrix display to display information, pressure tubes to detect vehicles, an XBee module to wirelessly sync multiple systems, and a solar charge controller, solar panel, and battery to control and power the system to the Arduino through a system of circuits.
- Documented the entire process, including research, materials, methods, goals, and results.
- Presented project at Skyline College's STEM Research Symposium to college faculty, staff, and students.

Notable Projects

RoomM8

- Room M8 is a web app that helps people find roommates by connecting people without rooms to people with rooms.
- As the frontend lead, I led the frontend design and development of the project, as well as documented the process.
- Technologies used: HTML, CSS, JavaScript, Node.js, npm, Express.js, MySQL, Tailwind, Handlebars.

Music App

- Consists of 3 main parts instruments, visualizers, and a playlist.
- As the team lead, I made additional efforts to read through the starter code and documentation to guide my group.
- Made instrument based on bongo drums. Made visualizer simulate waves coming off a circle with moving particles.
- Technologies used: TypeScript, Tone.js, p5.js, MySQL.

Tank Game

- A single-player tank / shooting game. Play against 2 AI tanks. Use computer keyboard's arrow / WASD keys to move and spacebar to shoot. Use walls to hide from bullets and power-ups to increase health. Win by destroying the two AI tanks or lose by allowing your tank's health bar reach 0.
- Technologies used: Java

— Technical Skills ——

Programming: Object-Oriented Programming, C++, Java, JavaScript, HTML, CSS, TypeScript, MySQL, Tailwind (CSS)

Testing / Quality Assurance: Manual + Automated Testing, Test Café, Appium, Jenkins, TestRail

Design: Sketch, Mockup, Wireframing, Prototyping, Figma, Adobe Suite

Structured Work Environment: Agile, Kaban board, GitHub

Other Technologies: VMware, Arduino Microcontroller, Google Suite, Microsoft Suite