

# Enting Wu

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Homepage: [www.entingwu.me](http://www.entingwu.me), Github: <https://github.com/entingwu>

1106, 100 Zhangwu Rd, Tongji University, Shanghai, China 200092

## Education

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**Software Engineering, South China University of Technology**, Guangzhou *Sept 2008 - July 2010*

**GPA:** 3.78/4.0, Ranking: 8/280

**Courses:** Introduction to Programming, Advanced Programming Design in C++, Program Design I&II, Project of C++, Linear Algebra, Circuit and Electronics, Discrete Mathematics, Programming in Java

**B.S. Architecture, South China University of Technology**, Guangzhou, China *July 2010 - May 2014*

**GPA:** 3.67/4.0, Major: 3.82/4.0, Ranking: 2/90

**M.S. Architecture, Tongji University** Shanghai, China

*Sept 2014 - Present*

## Technical Skills

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**Programming:** C, C++, Java, JavaScript, Java, HTML, CSS, Python

**Sdks and Tools:** Arduino, Axure, AutoCAD

## Working Experience

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**My Makeup Box**, *Front-End Intern Developer, Guangzhou, China* *May 2014 - Aug 2014*

- Conducted UX research including customer surveys and user preference research.
- Developed the front end of the UI in HTML and JavaScript. Optimized the preload by computing customers' cursor move. Collaborated with back-end teams to call web services.

**Atelier cnS (www.ateliercns.com)**, *Intern in Architecture, Guangzhou, China* *Oct 2013 - Feb 2014*

- Adopted a Rhino 3D computer model tool to aid the Science Hall design, imitated the variable form of architecture by using a 3D printing model, and then rendered it using a Maxwell Render Engine.

## Personal Projects

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**Avalon: A Browser Based Role-Playing Game** *Feb 2013 - Jan 2014*

- Created a game story where players can role-play the exploration of a land called Avalon. The characters can accept challenges and solve puzzles in order to complete their mission.
- Implemented a game framework, including game scene rendering, dialogues, and animations using JavaScript with 3K lines of code.
- Utilized the game framework to construct game scenarios and puzzles.
- Developed a finite state machine algorithm to generalize the character control where actions (i.e. walk, stop, and idle) are states and keyboard events are transitions.
- Used DropBox as a server to host the game, See: [entingwu.me/Avalon/StartGame.html](http://entingwu.me/Avalon/StartGame.html)

**Interactive Ceiling (Winner of the Interactive Construction Competition)** *Nov 2012 - Jan 2013*

- Utilized Rhino (3D modeling) integrated with a Kangaroo Physics Engine to simulate the membranes deformation.
- Designed the machinery device of the interactive ceiling and assembled a circuit board.
- Wrote Java in Arduino IDE to develop a sound classifier based on frequency and pattern recognition.
- Implemented a control system to control machinery devices based on sound types, as identified by the sound classifier.

**Ray Tracing Algorithm Optimized by KD-Tree** *Jan 2012 - May 2012*

- Implemented, through C ++, a recursive algorithm that traces the path of light through pixels in an image plane and simulates lighting effects.
- On the basis of the basic recursive algorithm, I introduced a K-D Tree to accelerate line to box collision detection computing. It optimized the computation by roughly ten times as compared to the original algorithm.

## Honors

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Asia Emerging Architecture Undergraduate Design Competition Second Prize, ASIA, Mar 2013

National Scholarship, China, 13 among 1000, Sep 2012

School Scholarship - First Prize - Software Engineering Academy, SCUT, Sep 2009