

# Sara Wu

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## EDUCATION

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### University of Washington

*B.S. in Computer Science; GPA: 3.7/4.0*

Seattle, WA

*Sept 2021 – Jun 2025*

## TECHNICAL SKILLS

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**Languages:** Java, C/C++, JavaScript, HTML/CSS, Python

**Frameworks:** React, Node.js, WordPress

**Developer Tools:** Git, VS Code, IntelliJ

## EXPERIENCE

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### Teaching Assistant

Sept 2022 – Present

*Paul G. Allen School of Computer Science & Engineering*

*Seattle, WA*

- Teach weekly quiz sections reviewing content for the class CSE 122, which teaches introductory Java fundamentals concerning data structures, control flow, and style.
- Grade weekly assignments and other exams, as well as attending meetings to discuss and adjust grading criteria.
- Assist students in the Introductory Programming Lab (IPL), through answering conceptual questions and supporting independent learning by guiding them through bugs and encouraging critical thinking.

### Resident Advisor

Sept 2022 – Present

*University of Washington Housing & Food Services*

*Seattle, WA*

- Foster safety and a sense of community within a residence hall that houses 900+ students, while directly managing 59 residents.
- Fulfill on-call duties by responding to immediate calls for support ranging from issues of facility management or policy violations, to emotional support and safety concerns, to small and large scale emergencies.

### Software Team Lead – Controls

Sept 2022 – Present

*Advanced Robotics at the University of Washington*

*Seattle, WA*

- Develop robot control code using command-based programming in C++, with a focus on movement speed.
- Contribute to Taproot, an open-source library used by the team and other developers.
- Introduce and familiarize other team members to the controls codebase.

## PROJECTS

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### InterAlia | *Python, RenPy, WordPress*

Jan 2021 – May 2021

- Worked as the game developer lead in a group of three to create a visual novel video game as a part of a project for graduating seniors.
- Implemented various narrative and visual requests from the narrative and artistic leads, as well as navigating a work setting with team members in different specialties.
- Used WordPress to host a custom website for a game development blog to monitor progress.

### Mob - Meal Date Planner | *React, Node.js, HTML/CSS, Figma*

Aug 2022 – Sept 2022

- Prototyped a web application designed to revitalize social connection in a post-COVID world by making meal planning easier and more fun.
- Delivered the project pitch at DubHacks 2021, winning the Facebook Social Good award and placing within the top 3 finalists for the studio track.
- Utilized Figma for prototyping, React + CSS for frontend design and functionality, and Google Firebase for cloud database services and web hosting.

### Quagga | *React, Google Firebase*

October 2022

- Developed a webgame intended to reinvent icebreakers by creating lasting connections through personalized trivia.
- Won the Slalom Build Game Jam Challenge at the DubHacks 2022 hackathon.
- Built the prototype on Figma, then used React for frontend, with Google Firebase on the backend; allowing for simultaneous data updates and storage, as well as unique weblink generation.