

Summary

Software engineer and entrepreneur passionate about building high-impact products people love using.

Experience

User Interface Engineer • Facebook April 2011 — Present

- Developing Timeline, a major redesign of the Profile
- Building UI components used throughout the site

Founder and Webmaster • PokeDream Feb. 2000 — Present

- Running a highly popular Pokemon website receiving over 10,000 unique visitors per day, featuring a Pokedex, walkthroughs, strategy guides, fan-submitted content, and an active message board
- Developing Pokedex, a Ruby on Rails and MySQL-based web app providing detailed data on all Pokemon, allowing users to quickly find useful information

Software Engineer • Apple July 2010 — April 2011

- Maintained internal websites presenting OS X diagnostic and analytics data, used throughout the engineering organization
- Front-end UI design and engineering using HTML, CSS, and JavaScript with jQuery and Prototype; back-end development using Ruby on Rails and MySQL

Software Engineer Intern • Apple May 2008 — July 2010

- Developed new features for internal websites presenting Mac OS X crash data that drove bug-fixing for apps; worked full-time for two summers and part-time during school
- Presented summer intern projects to VPs and managers

Education

Computer Science B.A. • UC Berkeley Aug. 2006 — May 2010

- **Upper division coursework:** Software Engineering, User Interface Design, Computer Security, Computer Graphics, Algorithms, Networking, Compilers, Operating Systems, Databases, Artificial Intelligence

Expertise

- **Web front-end technologies:** HTML, CSS, JavaScript
- **Computer languages:** Ruby, JavaScript, Objective-C, C++, C, PHP, SQL, Java, Python, Scheme

Interests

- **Web app development:** pokedream.com/pokedex
- **Video game development:** weicool.net/blox
- **Mobile app development**
- weicool.net/projects · linkedin.com/in/weicool · github.com/weicool · facebook.com/weicool