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JOHN C. WU

SKILLS

Professional - Market research, competitive analysis, basic financial accounting, marketing and publicity, program management, and professional writing.

Technical - Programming in C, C++, Perl, Java, Lisp, OpenGL, and SQL. Development experience in Networks (socket programming, protocol design, and distributed systems), Operating Systems, Graphics, Cryptography, Databases, Compilers, and Interfaces.

Fluent in Chinese (Mandarin) and conversant in Japanese. Familiar with business and living environments in Japan, China, Taiwan, and Hong Kong.

EDUCATION

9/97-Present **Stanford University**, Stanford, CA
Bachelor of Science Degree, 6/01 (Computer Science)
Cumulative GPA in major: 3.8 (4.0 scale)
Expected Master of Science Degree, 6/03 (Computer Science, Systems Concentration)
Cumulative GPA in major: 3.8 (4.0 scale)

EXPERIENCE

9/01-8/02 **Equity Analyst,** JP Morgan Securities, Tokyo, Japan
§ Performed market and stock analysis in the Internet, video game, and software sectors. Produced presentations and research reports for the equity sales force and clients.
§ Collected industry data, calculated equity valuations, analyzed industry trends, and performed competitive analyses on companies and technologies.
§ Supported analysts worldwide and produced pan-Asia research. Provided technical consultation to the firm's M&A analysts.
§ Developed relations with clients, industry experts, and top-level management from major technology companies.
§ Team ranked 1st in the US and 2nd in Europe for Internet research, 2nd in the US and Europe for software research, and 3rd in the US and 1st in Europe for video game research in the Institutional Investor survey.

1/99-9/01 **Program Director**, Asia Technology Initiative/ATI, Stanford University
§ Established an international program that exposes students to high-tech entrepreneurship in Asia. Responsibilities included directing the organization, seeking corporate sponsors, and acquiring funding.
§ Organized a conference in Tokyo aimed at promoting high-tech entrepreneurship by bridging industry and academia. Conference involved university students, educators, entrepreneurs, and venture capitalists.
§ Led a team of students in an e-commerce platform development project within a Japanese startup. Built an I-mode e-commerce platform using J2EE and JavaBeans.
§ Headed the ATI team during its pilot year in Beijing teaching a summer-long course on Silicon Valley technology and entrepreneurship. Directed ATI's second year program in Hong Kong.

6/00-12/00 **Mobile Platforms Software Engineer (Intern)**, Yodlee.com, Redwood Shores, CA
§ Designed and implemented a data encryption system for handheld computer devices.
§ Designed and prototyped a Single Sign-On solution for mobile platforms.
§ Performed market research and competitive analysis in the mobile and wireless applications market.
§ Helped investigate possible wireless applications for Yodlee.com's mobile API.

AWARDS/INTERESTS

§ Member of the Stanford Society of Asian-American Engineers. Helped plan and execute joint business and academic programs in the Silicon Valley and in Asia.
§ Stanford Computer Science Senior Project Faire, eCuts web content clipping system
– 2nd Place Electrical Engineering Department Award
– 2nd Place Synaptics Human Computer Interaction Award
§ Marketing Director and Publicity Manager of Stanford Cardinal Broadcasting Network.
§ Co-founder and Technology Director of Amarantos, an intercollegiate newsletter.
§ Website developer for Stanford Society of Asian-American Engineers and Tokyo SwingCats dance group.

References available upon request