

# Summer Wu

AR/VR/MR Product Manager, Designer of future realities

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🌐 [summerwu.com](http://summerwu.com)

## EXPERIENCE

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### Product Manager 2 | Microsoft HoloLens | Jun 2019 – present

- Managing Microsoft's mixed reality partnership with Epic Games. Owner of Unreal Engine 4 support for HoloLens 2 and mixed reality services.
  - Shipped [GA HoloLens 2 support](#) to 7M Unreal Engine users in May '20, Azure Spatial Anchors support for HoloLens 2 and iOS/Android in Dec '20, Microsoft OpenXR in Dec '20
  - Shipped [Mixed Reality UX Tools](#), grew user base to 25k+ acquisitions in first month after release
  - Drove creation of samples, docs, and tutorials. Highlights: [Kippy's Escape](#), [HoloPipes](#)
- Driving partner adoption and building out a content ecosystem of 3<sup>rd</sup> party mixed reality experiences
  - Built relationships with and onboarded 20+ new 3P partners building solutions for HoloLens 2
- Expanding the reach of Microsoft's mixed reality platform to web/mobile devs

### Product Manager | Azure Security | Aug 2018 – May 2019

- Led cross-team efforts to automate the detection and handling of security vulnerabilities across core Microsoft platforms. Nominated for org-wide excellence award.
- Projects included developing a static analysis strategy, shipping sanitizers, enabling mitigations in high-privileged services, and securing customers from speculative execution vulnerabilities

### Software Engineer (Employee #1) | 3ayez, Egypt | Jun – Aug 2018

- Designed and developed two mobile apps (React Native), one web app (React.js), and numerous tools in 10 wks for a YCombinator-backed startup in Egypt
- Learned basic Arabic; taught grocery store employees and order delivery drivers how to use the mobile apps I built to track incoming orders and get assigned delivery routes
- Pitched to investors

### Technology Associate | Bridgewater Associates | Jun – Aug 2017

- Managed the responsive redesign of Bridgewater's client-facing portfolio analysis product; redesign rolled out to external clients in September 2017

### Head CS50 Teaching Fellow | Yale University | Feb 2015 – Dec 2017

- Led a 500+ student course, staff team-building and meetings, course strategy, and campus-wide events

### Software Engineering Intern | Google | May – Aug 2015

- Identified bottlenecks for the Play Store Android app on legacy (2G) connections
- Implemented "tap to load screenshot" feature, reducing data downloaded for each app page by > 50%

## SKILLS

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**AR/VR/MR:** HoloLens 2, Unreal Engine 4/C++, Unity/C#, Babylon.js, Lens Studio

**Product Management:** Leadership, Statistics, Public Speaking, Strategy

**Consulting:** Research, Math Modeling

**Programming:** C, Android/Java, React/JS, Django/Flask/Python, HTML5, LESS/CSS3, R

**Design:** Adobe Photoshop, Adobe Illustrator, Sketch

**Languages:** English (native), Chinese (fluent), German (conversational), Hungarian (conversational)

## INTERESTS

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AR/VR/MR, creating, teaching, languages, geography, reading, long-distance running

## AWARDS

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**Citadel Data Open** – Summer Invitational Runner-Up

**LinkedIn Festival** 1<sup>st</sup> Place

**Share a #Hack with Coke** Grand Prize

**Morse Community** Leadership Award

## EDUCATION

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**Yale University** | B.S. Distinction in Computer Science | 2014 – 2018

**Aquincum Institute of Technology, Budapest** | Jan – May 2016

**Illinois Mathematics and Science Academy** | 2010 – 2013