

Colin Vu

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U.S. Citizen | GitHub: <https://github.com/ColinVu> | LinkedIn: <https://www.linkedin.com/in/colin-vu-33550322b/>

Education

Georgia Institute of Technology

Bachelor of Science in Computer Science

Concentrations in Media and Modeling/Simulation

Minor in Industrial Design

Undergraduate GPA: Dean's List, Faculty Honors (4.0/4)

Atlanta, GA

Aug. 2022 – Dec. 2025

University of California - Berkeley

Professional Certificate Program

Berkeley, CA

June 2020 – Aug. 2020

Technical Skills and Awards

Coursework: Algorithms, Data Structures, Object-Oriented Programming, Computer Architecture, Visual Design Thinking, Computer Graphics, Fundamentals of GIS

Languages: Java, Python, C++, C#, C, JavaScript, HTML, CSS, Android XML, Assembly, PHP, Bash, MATLAB, SQL

Tools: Git, AWS, Agile, Figma, Splunk, Android Studio, Visual Studio Code, ArcGIS, Unity, Excel

Libraries / Frameworks: Pandas, NumPy, Junit, React, GloVe

Involvement: Data Science at Georgia Tech, Tau Beta Sigma (co-educational service sorority), Georgia Tech Marching Band

Bronze Palm Eagle Scout – Patrol Leader, Quartermaster, OA member (honor society)

Nov. 2021

California State Seal of Biliteracy – Spanish

June 2022

Experience

Geo AI Researcher – Georgia Tech Research Institute (VIP), Atlanta, GA

Aug. 2023 – Present

- Data specialist in a three-person team utilizing geospatial intelligence tools such as Prithvi (NASA/IBM joint machine learning model) to chart data such as cropland conditions in partnered Ukrainian towns to inform public policy.
- Developed research sponsored by the National Science Foundation, focusing on identifying climate-related challenges in global infrastructure and mapping post-war ecological reconstruction efforts in Ukraine, aiming to inform sustainable development strategies and promote environmental resilience.
- Acknowledged for the impactful contributions made by our team through an **official Request for Information (ROI)** from the Federal Register, highlighting the potential impact of our research findings in shaping US policy development.

Team Leader – Galileo Learning, Los Altos, CA

May 2023 – Aug. 2023

- Facilitated and instructed engineering classes for children aged 8 to 13, focusing on enhancing creativity and curiosity.
- Collaborated closely with a diverse team of 30 members to orchestrate a cohesive and supportive atmosphere for students, **recognized with an employee award** for exceptional adaptability and strong relationships with peers.

Projects

ML False News Detection Model | Python, NumPy, Pandas

June 2023

- Developed and refined machine learning logistic regression models such as GloVe and BoW to detect the probability of false news within news articles, employing algorithms analyzing keywords, tags, and domain name extensions.
- Conducted a comparative analysis between Pandas and NumPy-based models to optimize accuracy rates.
- Achieved a remarkable milestone with the final model attaining a **97% confidence interval** in accurately identifying the likelihood of articles containing false information, underscoring the effectiveness of the developed solution.

Crossing Frog – Mobile Application | Java, Android XML, Android Studio

Jan. 2023 – May 2023

- Spearheaded (led) the end-to-end development of a dynamic mobile video game, programming the entirety of the physics engine and designing the game layout, ensuring a seamless and immersive top-down user experience.
- **Employed Agile project management** methodologies to optimize team productivity and efficiency, organizing scrum sessions and diagramming meetings to facilitate team collaboration, resulting in timely project deliverables.
- Implemented MVC (Model-View-Controller) architecture in software development, enhancing code modularity, scalability, and maintainability according to industry standards.

Personal Portfolio Website | React, HTML, CSS, AWS

Dec. 2023 – Feb 2024

- Designed and developed a personal portfolio website utilizing React, HTML, and CSS, seamlessly integrating dynamic JavaScript elements to enhance user engagement and interactivity.
- Utilized Figma to craft initial wireframes, iterating upon the UI/UX elements to ensure optimal user experience.
- Website can be accessed via <https://colinvu.github.io/personal-website/> if domain is presently not running.