

# Colin Vu

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

## 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 Systems and Networks, Computer Architecture, Statistics, Visual Design Thinking, Computer Graphics, Machine Learning, Fundamentals of GIS

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

**Tools:** Git, AWS, Jira/Confluence, Agile, Figma, TortoiseSVN, Postman, Splunk, Android Studio, ArcGIS, Unity, Excel

**Libraries / Frameworks:** React, Pandas, NumPy, Pixi, Node.js, Junit, GloVe

**Involvement:** Data Science at Georgia Tech, Tau Beta Sigma (service organization), 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

**Full-Stack Software Engineering Intern** – American Gaming Systems (AGS), Duluth, GA May 2024 – Aug. 2024

- Developed across the full stack on a client-facing codebase as part of a 10+ person Agile team creating a Unity-like game development platform in Pixi, Node.js, and React. Backend code was developed in JavaScript and TypeScript.
- Troubleshoot and unit tested with C++ RESTful APIs to be integrated with the product. Created code documentation.
- Participated in daily in-office standups and weekly architecture meetings, playing a crucial role in organizing the codebase as it developed. Created wireframes and diagrams with Figma and Miro. Managed tasks in Jira/Confluence.

**Undergraduate Researcher** – Georgia Tech Research Institute (VIP), Atlanta, GA

Aug. 2023 – Present

- Served as data specialist in teams focusing on identifying climate-related challenges in global infrastructure to promote sustainable development strategies and environmental resilience.
- Utilized geospatial intelligence tools such as Prithvi (NASA/IBM joint machine learning model) to project data such as cropland conditions in Ukrainian towns and inform public policy, sponsored by the National Science Foundation.
- Utilized MySQL to manipulate large datasets of transportation data, as well as Python to perform algorithms identifying the effectiveness of georeferenced infrastructure projects at reducing GHG emissions.
- Created professional data visualizations using ArcGIS, Figma, and PowerPoint to present findings to GTRI researchers.
- Acknowledged through an official Request of Information (ROI) from the Federal Register for our team's impact.

**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.
- 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.
- Achieved a model with a 97% confidence interval in accurately identifying whether an article contained false news.

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

Jan. 2023 – May 2023

- Led the development of a mobile video game, programming the physics engine and implementing MVC architecture.
- Organized scrum sessions and diagramming meetings under Agile principles to enhance collaboration and efficiency.

**Personal Portfolio Website** | React, HTML, CSS, JavaScript, AWS

Dec. 2023 – Feb 2024

- Designed and developed a personal portfolio website utilizing React, HTML, and CSS, 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.