

# Jerry Gu

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## Education

**Deep Run High School**, Henrico, VA  
High School Diploma | August 2016 - May 2021

**University of Virginia**, Charlottesville, VA  
B.S. Computer Science | GPA: 3.83, August 2021 - May 2025

**Seoul National University**, Seoul, South Korea  
Semester Abroad, February 2024 - June 2024

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## Experience

**Junior Mobile App Developer, MingleMoney**, Richmond, VA, June 2024 - August 2024

- Sole front-end developer for a cross-platform mobile app built with React Native and JavaScript
- Adapted to a startup environment, taking initiative in problem-solving and decision-making

**Software Consultant Intern, UDig**, Richmond, Virginia, June 2023 - August 2023

- Collaborated in a team of five interns to design and build a public-facing web application from scratch
- Presented weekly demos of application C-suite executives, incorporating feedback into iterative development
- Implemented AGILE framework, conducting daily standups and planning weekly sprints
- Utilized a tech stack comprising of Typescript, React.js, GraphQL, Hasura, and PostgreSQL

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## Key Skills

Programming Languages: Python, Java, C, JavaScript

Frontend Skills: TypeScript, React.js, Tailwind CSS, JavaFX

Backend Skills: SQLite, Apollo GraphQL, Hasura, Java Database Connectivity, Hibernate

Misc: Junit Testing, Mockito, Git, Scrum, APIs

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## Projects

**Student Course Review App, Software Development Essentials Coursework**

- Designed and developed a full stack class review application as a project for Software Development Essentials course
- Engineered a 3-layer architecture pattern with JavaFX as presentation layer, Java for logic, and SQLite for backend

**ShadowBox Mouse Trainer, Personal Project**

- Self-taught Unity and C# scripting to create online training software for competitive real-time-strategy game players
- Inspired analogous game developed by CodeNinjas for use in programming education

**SplitBall, Student Game Developers**

- Inherited single player game as a team of two to repurpose as a multiplayer offline game within Unity Engine
- Designed and scripted new powerups in C# and refactored existing powerup system to support future development

**HTTP/1.0 File Server, Computer Networks Coursework**

- Utilized C programming language socket library to construct a file delivery webserver supporting subset of HTTP/1.0

**www.jerry-gu.com, Personal Portfolio**

- Constructed a personal portfolio website leveraging React + TypeScript and styled with Tailwind CSS

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## Activities and Interests

Kendo - Treasurer: Current travel team member for UVA Kendo Club and member of the South Eastern US Kendo Federation

StarCraft @ UVA - President: Founded and led collegiate StarCraft team which competed in Corporate Esports Association

YouTube: Produced video essays on game design leveraging Davinci Resolve to accumulate over 10,000 watch hours