


Jerry Gu

Richmond, Virginia • jerrysonggu@gmail.com

 [linkedin.com/in/jerry-gu-uva/](https://www.linkedin.com/in/jerry-gu-uva/)

 [jerry-gu.com](https://codesandbox.io/u/jerry-gu)

 github.com/Jerry-Gu-SB

Education

UNIVERSITY OF VIRGINIA

Bachelor of Science, Computer Science GPA: 3.82

Relevant Coursework: Operating Systems, Algorithms, Linear Algebra

Charlottesville, Virginia

May 2025

STUDY ABROAD

Study abroad coursework in Seoul National University

Seoul, South Korea

February 2024 – June 2024

Experience

UDig

Software Consultant Intern  udig.com/business-case-templates

Richmond, Virginia

June 2023 – August 2023

- Worked in a team of five, including four interns, to successfully design and build a public-facing web application from scratch
- Implemented the AGILE framework, conducting daily standups and planning weekly sprints
- Presented weekly demos of the application to the company's C-suite executives
- Utilized a tech stack comprising of Typescript, React.js, GraphQL, Hasura, and PostgreSQL

Projects

Student Course Review App

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

ShadowBox Mouse Trainer  jerrygu.itch.io/shadowbox

- Conceived the original idea for a mouse coordination training game, identifying a need for such a tool
- Self-taught Unity and C# scripting to bring the game idea to life, successfully bringing new game to public

SplitBall  [UVASGD/spring-2022-splitball](https://github.com/UVASGD/spring-2022-splitball)

- Inherited single player game as a team of two to repurpose as a multiplayer offline competitive game within the Unity Engine and C#

Personal Portfolio Website  jerry-gu.com

- Constructed a personal portfolio website using React + TypeScript, and designed using Tailwind CSS
- Incorporated an email contact form using Formspree, providing direct communication with visitors

Key Skills

Programming Languages: Python, Java, C, x86 Assembly

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

Spoken Languages: English (native), Spanish (working)

Activities and Leadership

Kendo Club at UVA – A Team

January 2023 – Present

- Compete on travel team to tournaments in traditional Japanese fencing in the Southeastern US Kendo Federation
- Achieved Second place in Annual Case Western Student Cup teams tournament

StarCraft at UVA – President

November 2021 – Present

- Founded and fostered community of over twenty members through mutual passion of StarCraft 2
- Organize and captain collegiate StarCraft 2 team competing in the Corporate Esports Association

YouTube

July 2021 – Present

- Write and produce video essays on competitive game and game design on YouTube.com leveraging Davinci Resolve professional video editing software
- Over 130,000 views and over 10,000 watch hours since inception