Jerry Gu

Permanent Address: Richmond, Virginia
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Education

UNIVERSITY OF VIRGINIA   Charlottesville, Virginia
B.S. in Computer Science, GPA: 3.83   August 2021 - May 2025

SEOUL NATIONAL UNIVERSITY   Seoul, South Korea
Study abroad coursework in South Korea   February - June 2024

DEEP RUN HIGH SCHOOL   Henrico, Virginia
Graduated 5th of 438 (top 1% of class)   September 2017 - June 2021

Experience

COFUND   Richmond, Virginia
Junior Mobile App Developer Intern   June - August 2024
- Sole front-end developer for a cross-platform mobile app built with React Native and JavaScript
- Adapted to a fintech startup environment, taking initiative in problem-solving and decision-making

UDIG   Richmond, Virginia
Software Consultant Intern   June - August 2023
- Collaborated with a team of five interns to design and build public-facing web application from scratch
- Presented weekly demos of application to 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

Key Skills

Programming Languages: Python, Java, C
Frontend Skills: TypeScript, React.js, Django, Tailwind CSS
Backend Skills: SQLite, GraphQL, Java Database Connectivity
Cloud and DevOps: AWS (IAM, S3), Heroku, GitHub, Agile, Scrum

Projects

ACADEMIC PROJECT TRACKER
- Deployed a project management website as DevOps Manager leveraging Django, Heroku, and AWS S3

MACHINE LEARNING FOR VIRGINIA
- Proposed machine learning project analyzing standardized testing scores by race and economic class
- Computed linear regression to predict standardized testing scores based on socioeconomic and demographic factors

STUDENT REVIEW COURSE APP
- Designed and developed a full stack course review application as a project for Software Development Essentials course
- Engineered a Model-View-Controller architectural pattern with JavaFX, Java Database Connectivity, and SQLite

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

SPLITBALL
- Inherited and converted single-player game to multiplayer offline game as part of Student Game Developers Club
- Scripted new powerups in Unity C# and refactored existing codebase to support future development

Club Leadership

STARCRAFT @ UVA - Founded and led collegiate StarCraft team which competed in Corporate Esports Association
KENDO @ UVA - Travel team member and Treasurer of Kendo Club, managing budget and allocating club funds