

Jerry Gu

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Education

University of Virginia, Charlottesville, VA

B.S. Computer Science | GPA: 3.83, August 2021 - May 2025

- Pursuing a Master of Computer Science through the UVAccelerate program

Seoul National University, Seoul, South Korea

Semester Abroad, February 2024 - June 2024

Experience

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

- Collaborated in a team of five, including four 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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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

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

Matrix Multiplication Accelerator, Hardware System Design Coursework

- Cooperated in team of two to design a matrix-multiplication accelerator with Amaranth HDL over a semester

ShadowBox Mouse Trainer, Personal Project

- Self-taught Unity and C# scripting to create online training software for competitive real-time-strategy game players

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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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, Amaranth

Activities and Interests

Kendo - Travel Team Member: Competed on the University of Virginia and Seoul National University teams

StarCraft @ UVA - President: Founded and organized collegiate StarCraft team competing in Corporate Esports Association

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