

Steven Mai

☎ 470-357-8505 | ✉ smail34@gatech.edu | [in linkedin.com/in/StevenMai](https://www.linkedin.com/in/StevenMai) | github.com/StevenQMai

SUMMARY

Aspiring Software Engineer Intern and Computer Science student skilled in Python, Java, HTML/CSS and Javascript. Experienced as an Undergraduate Researcher developing Python algorithms for random number generation. Eager to apply technical skills and problem-solving abilities in a SWE internship to contribute to impactful projects.

EDUCATION

Georgia Tech | Atlanta, GA

Jan. 2025 – Present

Major: Computer Engineering | GPA: 4.0/4.0

Expected: May 2028

- Relevant Coursework: Data Structures and Algorithms, Prog. HW/SW Systems, Discrete Math

Georgia State University | Morrow, GA

Aug 2024 – Dec 2024

Major: Computer Science | GPA: 4.0/4.0

SKILLS

Languages and Tools: Python, Java, JavaScript, HTML/CSS, C++, React, Next.js, Node.js, TailwindCSS, Git, Matplotlib, Pandas, PyGame, Tkinter

Technical Knowledge: Data Structures, Algorithms, OOP Principles, Data Analytics, Full-stack Development

Soft Skills: Problem-Solving, Adaptability, Communication, Attention to Detail, Teamwork, Critical Thinking

PROJECTS

Discord Bot (thog bot) | Python, Discord.py, Git

- Produced a Discord bot in Python using Discord.py, supporting 10+ custom commands. Automated media playback for 200+ daily user requests in voice channels. Implemented arithmetic operations and minigames, increasing user engagement across 50+ servers.
- Designed and deployed a detailed timed reminder system and session tracker, managing 150+ active users across 20 Discord servers daily.
- Integrated multimedia responses to enhance user engagement and provide specific feedback to user prompts.

Zombie Dodging Game | Python, PyGame, Git

- Developed a 2D zombie-dodging game in Python using Pygame, featuring 10+ custom sprite animations, robust collision detection, and a health/power-up mechanic.
- Applied object-oriented design patterns to manage characters, powers, and game events.

Asteroid Shooting Game | Python, PyGame, Git

- Constructed an interactive 2D space game using PyGame, where players control a spaceship to shoot lasers and dodge dynamically spawning asteroids, with realistic physics, robust collision detection, and integrated explosion animations with 10+ sound effects.
- Designed a progressive difficulty system that increases asteroid speed based on player points, ensuring a challenging and engaging gameplay experience.

CERTIFICATIONS & ACCOMPLISHMENTS

CodePath TIP 101, TheOdinProject, MailChimp Launchpad Academy Scholarship, President's List

RESEARCH & COMMUNITY INVOLVEMENT

Hardware Random Number Generator (HRNG)

Jan 2024 – May 2024

Undergraduate Researcher | Clayton State University

Morrow, GA

- Developed and implemented Python-based algorithms to assess the quality and speed of randomness in photon amplitude samples and HRNGs, improving randomness detection accuracy by 25%.
- Reduced algorithm runtime by 15%, leading to more efficient testing for over 1,000 randomness samples.

Clubs/Organizations

Aug. 2024 – Dec. 2024

Member of GSU's Computer Science Club, ACM Student Chapter, and CyberSecurity Club