

CONGTIAN WU

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OBJECTIVE

Motivated and detail-oriented Computer Science junior at Purdue University with a focus on Software Engineering. Experienced in building full-stack applications, working with both relational and non-relational databases, and writing efficient system-level code. Adept at using Git for version control, ensuring code quality through testing, and thriving in team-based development environments. Eager to secure a Software Development or Engineering internship where I can tackle real-world challenges, expand my technical toolkit, and make meaningful contributions to innovative projects.

EDUCATION

Purdue University - West Lafayette

August 2022 - December 2025

Bachelor's, Computer Science

GPA: 3.71

- Relevant Courses: C Programming, Java Programming, C++ Programming, SQL, Data Structures and Algorithms, Linux, Operating Systems, Software Engineering, Information Systems, Software Testing, Mathematics, Computer Information Technology, and more. Completed a minor in Economics.

PROFESSIONAL EXPERIENCE

Interlinked

Remote

Full-Stack Development

April 2025 - Present

- Architected & containerized microservices using Node.js, Express, PostgreSQL and the Peewee ORM—packaged and orchestrated with Docker & DockerCompose for consistent local environments and streamlined CI/CD.
- Designed and implemented RESTful APIs, defining database schemas, writing migrations with Liquibase, and integrating authentication flows (JWT, refresh tokens) to power frontend features.
- Crafted dynamic, responsive UIs in React and TypeScript, leveraging TailwindCSS and HeadlessUI to build reusable, accessible component libraries (buttons, forms, tables) documented in Storybook.
- Optimized performance across the stack: reduced frontend bundle size by 30% through codesplitting and lazy loading, and improved API response times by adding query indexing and caching.
- Built end-to-end developer workflows, authoring GitHub Actions pipelines that lint, test, build Docker images, and deploy to AWS App Runner, cutting release time in half.

PROJECTS & OUTSIDE EXPERIENCE

Catopus-Education: Serious Game

Remote

Unity Developer

March 2025 - August 2025

- Engineered Core Systems: Architected and built modular runtime frameworks (Inventory, Quest/Flag progression, Dialogue, Save/Load) in Unity/C#, using ScriptableObjects, eventdriven GameEventBus, and JSONdriven room configurations.
- Persistent Scene & Additive Loading: Designed an additive scene loader with a single “Persistent” scene holding global singletons (AudioManager, InventoryManager, FlagManager, QuestManager), enabling seamless room transitions and state retention.
- Frontend Deployment: Led the WebGL build pipeline—automated Unity cloud builds, optimized asset bundling, and implemented responsive Canvas Scaler configurations to support browsers, tablets, and desktops.
- Backend Integration & Cloud Sync: Integrated PlayerPrefsIndexedDB storage for offline persistence, exposed RESTful endpoints for cloud save/load, and hooked global save data (inventory, flags, quest state) to backend APIs for crosssession synchronization.
- UI/UX & CrossPlatform Support: Developed reusable UI components (dynamic inventory bar, quest log, dialogue panels) with scalable layouts; ensured reliable input (Physics2DRaycast + IPointerClickHandler) and dragdrop mechanics across devices.

Judge Everything Website

West Lafayette, IN, USA

Full-Stack Software Development

August 2024 - December 2024

- Built a full-stack product review platform using Firebase, React, and Figma, supporting real-time product creation, comparison, and review. Followed Agile practices with Scrum and Git.
- Implemented real-time chat and notification system with global listeners for instant updates and flag moderation.
- Improved security and concurrency with mutex locks, reducing data conflicts and boosting admin efficiency.
- Handled data transmission and storage, including asynchronous user input and image uploads; optimized backend data flow to enhance responsiveness.
- Developed a personalized recommendation system using browsing history, comment activity, and surveys to tailor product suggestions.

SKILLS

C/C++, Java, Python, TypeScript, React.js, Docker, HTTP / REST, HTML/CSS, SQL, Git