

Wenwei Xu

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science

Jul. 2024 – Present

- Expected Graduation Date: May 2026
- Courses: Object Oriented Programming, Data Structures and Algorithms, Objects and Design, Computer Organization

CUNY-Hunter College

New York, NY

Bachelor of Science in Computer Science

Aug. 2023 – May 2024

Stuyvesant High School

New York, NY

Relevant Coursework

Sep. 2020 – June 2023

- AP Environmental Science, AP Chemistry, AP World History, AP Calculus BC, AP Physics 1, AP Physics 2, AP Chinese Language and Culture

COMPUTER LANGUAGES

Proficient: Python, Java

Experience: C++, React, Processing, HTML, Unity, C#

EXPERIENCE

Videogame Developer

September 2024 - November 2024

VGDev Chime - Survival/Tower Defense Game (Unity, C#)

VideoGame Dev Club at GT

- Assisted in programming 5+ enemy wave types, developed UI components used in 5+ interactions, and optimized player defense mechanics to improve game balance
- Contributed to debugging and minor feature implementations, gaining hands-on experience in game development while learning Unity and C#

Librarian Assistant

July 2023 - August 2023

Brooklyn Public Library

New York, NY

- Managed a database of 5,000+ books, updating 200+ records weekly for holds, fines, and overdue returns
- Shelled 100+ books daily, assisted an average of 50 patrons per shift, and resolved in-person and over-the-phone inquiries independently

Part Time Coding Teacher

December 2022 - June 2023

theCoderSchool Tribeca

New York, NY

- Taught an 8-10 student class, leading 20+ coding sessions and improving students' coding comprehension
- Provided 1-on-1 guidance to 10+ students, helping them complete 5+ coding projects each

PROJECTS

Buzz Movie Store | *Django, Python*

Jan 2025 – Feb 2025

- Developed a movie store website handling movie entries and reviews, allowing users to browse and filter by genre, with user sign-up and login functionality
- Deployed on PythonAnywhere

Personal Landing Page | *HTML*

July 2024 – Present

- Built and deployed a personal landing page using React, hosted on GitHub Pages
- Included a portfolio section, contact form, and smooth scrolling animations

Pong, Wordle, Bubble Shooter | *Java, Processing*

December 2022 – May 2023

- Developed 3 retro games, each with 500+ lines of code and interactive UI supporting keyboard/mouse inputs
- Implemented object oriented programming concepts like linked lists and arrays for game logic

TECHNICAL SKILLS AND INTERESTS

Languages: English, Mandarin, Cantonese

Interests: Rock climbing, Late-night Basketball, Karaoke Sessions