Wesley Hu

wes.hu@comcast.net | 720-292-9638 | http://www.linkedin.com/in/wesley-hu-1bb739268 | wesleyhu.dev

Education

Colorado School of Mines, Golden CO   **Dec 2024**
Bachelor of Science (B.S.) in Computer Science   GPA: 3.5
Korea University, Seoul, South Korea   **Fall 2023 Study Abroad**
Awards & Honors: Mines Honor Roll, Dean's List
Key Coursework: Software Engineering, Advanced Software Engineering, Operating Systems, Database Management, Elements of Game design and Game Development, Intro to Hacking
Extra Curriculars: Game Development Club, Alpha Tau Omega Fraternity, Club Tennis, Bowling Club
Community Involvement: Wheel to Heal, Colon Cancer Foundation

Technical Skills

- **Technologies:** React, HTML, Tailwind CSS, PostgreSQL, GameMaker Studio, MS Office Unity, Linux, Blender, Figma
- **Languages:** JavaScript, TypeScript, Java, Python, C++/C#, GameMaker Language, Chinese(Mandarin)

Work Experience

Software Engineering Intern at Modyfi   May 2024 – June 2024
Colorado School of Mines, Golden, CO

- Contributed as a front-end developer for a 5-week program developing Modyfi-print, an E-commerce platform used to sell generative art prints.
- Constructed the front-end UI using React/Typescript and Tailwind to create a seamless and engaging user experience.
- Incorporated different backend APIs such as Supabase, Stripe, Prodigi, and Google address verification to enhance the functionality of the platform.

Elements of Game Design and Game Development Teaching Assistant   Jan 2024 – May 2024
Colorado School of Mines, Golden, CO

- Advised and assisted undergraduate and graduate students, helping them navigate course material and challenges.
- Evaluated and graded assignments, providing constructive feedback for improvement.

Relevant Project Experience

Line Dodge   2024
Contributed to the development of Line Dodge, an arcade game built with raw HTML, JavaScript, and CSS.

- Designed the UI and UX to create an engaging user experience.
- Implemented Game State tracking with JavaScript to ensure accurate menu displays and game flow.
- Collaborated with the team to test and refine gameplay mechanics.

SipWars   2024
Developed the front-end platform for SipWars, a multiplayer trivia style party game.

- Utilized React, JavaScript, and Tailwind CSS to build an interactive and responsive user interface.
- Integrated real-time functionality using WebSockets for multiplayer gameplay and seamless interaction between users.
- Focused on mobile-first design to ensure a smooth and engaging user experience for all devices.
- Collaborated with back-end developer to integrate game logic and APIs for front-end and back-end interaction.

Alpha Tau Omega Chapter Website   2024
Designed and built a website for local ATO fraternity chapter at School of Mines to promote the chapter and recruitment.

- Developed the application using React, Typescript, and Vite.
- Created website UI with Figma, utilizing Tailwind CSS for styling and Framer Motion for seamless page animations.
- Engineered backend customization for the website by integrating Supabase API's database and authentication services.

SQL Project, Colorado School of Mines, Golden CO   2023
Applied PSQL tools, public databases, and Python prediction models to draw correlations between presidential candidates and historical data presidents to predict the president in 2024

- Cleaned data, Normalized Datasets sets and implemented CSV files into PSQL Databases
- Generated SQL search queries to find correlations in datasets and optimized performance for search queries

Hobbies

Game Development, Drawing, Tennis, Pickleball, Bowling, Weightlifting, Golf

References

Madeline McKune, Former Founding Software Engineer at Modyfi - madelinemkcune@gmail.com