

Wesley Hu

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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

- **Most Proficient:** React.js, Tailwind CSS, GameMaker Studio, PostgreSQL, MS Office, 120wpm typing
- **Technology Experience:** Unity, Linux, Blender, Cascadeur, R, RISC-V Assembly, Figma
- **Languages:** 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, Prodigy, 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.

Tennis Coach

May 2021- Aug 2023

Castle Rock Tennis, Castle Rock, CO

- Instructed group tennis lessons ranging from beginner-advanced in all age groups 4-18.
- Demonstrated proper tennis techniques while prioritizing student safety.

Relevant Project Experience

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.js, 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.

Game Development Project, Colorado School of Mines, Golden CO

2023

Built a 2d horror game using GameMaker Studio 2, utilizing a game design document, product backlog, and agile development.

- Led the team and acted as the main programmer, managing leadership and technical responsibilities.
- Implemented dynamic lighting system to create a lowered field of view and horror aspect.
- Programmed AI, procedural generation, player controls, tutorial, and level environments to enrich player experience.
- Designed art for the player model, monsters, and levels to elevate game aesthetics.

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, madelinemkcune@gmail.com