Andrew Su

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EDUCATION

University of California, Los Angeles   Los Angeles, CA
B.S. Physics, B.S. Computer Science   *Sep 2022 – June 2026*
- **Overall GPA:** 3.75/4.00, Dean's Honor List (Fall 2024, Spring 2025)
- **Upper Division Physics GPA:** 3.94/4.00
- **Relevant Coursework:** CS: Operating Systems, CS: Digital Design Lab, CS: Data Structures and Algorithms, Computer Organization and Systems Architecture, CS: Logic Systems and Design, Calculus III, Physics: Mathematical Methods for Modern Physics, Physics: Analytic Mechanics, Physics: Quantum Computing (Graduate Level), Physics: Quantum Mechanics III, Physics: Computational Lab

PROFESSIONAL & RESEARCH EXPERIENCES

Brookhaven National Laboratory (BNL)   Upton, NY
SULI Research Intern   *June 2025 – August 2025*
- Conducted theoretical research on non-Abelian topological quantum error correcting codes under Dr. Layla Hormozi, lead of BNL's Quantum Computing Group
- Designed a topological quantum error correcting architecture based on the string-net implementation of the doubled Fibonacci model, enabling scalable simulation and exploration of experimental feasibility.
- Developed a framework in Python linking trivalent lattice geometry with quantum backends using Qiskit, quimb, and MPS tensor network methods, providing an extendable platform for further study of the Fibonacci model

UCLA Particle Physics (CMS VR), Department of Physics & Astronomy   Los Angeles, CA
Researcher & Software Engineer - Project Lead   *Sep 2023 – Present*
- Worked under Professor Jay Hauser of the UCLA CMS Experimental Particle Physics Group
- Developed novel VR displays for particle collision events at the Compact Muon Solenoid (CMS) Experiment at the Large Hadron Collider using C# and Unity, granting researchers previously unattainable insight into complex aspects of the collision data, such as the intersections of particle trajectories
- Developed a parser for IG file conversion using C# and Bash, ensuring seamless integration with Meta Quest headsets to display particle collider data in a VR setting

UCLA Nuclear Physics, Department of Physics & Astronomy   Los Angeles, CA
Research Assistant   *Oct 2023 – Sep 2024*
- Worked under Professor Huan Huang of the UCLA Experimental Nuclear Physics Group
- Conducted advanced analysis using ROOT, C++, and Bash on data from the Relativistic Heavy Ion Collider at Brookhaven National Lab to study anisotropic flow in relativistic nuclear collisions

Wit Sports   New York City, NY
Software Engineering Intern   *June 2022 – Sep 2022*
- Developed an interactive full-stack web application for the New York Islanders, increasing fan participation and leveraging modern frameworks such as Node.js, React, and Express
- Designed and implemented intuitive user interfaces using HTML, CSS, and JavaScript, ensuring a seamless and enjoyable user experience

CLUBS & ASSOCIATIONS

Sigma Pi Sigma Physics Honor Society - President
- Orchestrated membership growth and recruitment initiatives, increasing chapter size by 100% through targeted outreach and value-added offerings
- Instituted a comprehensive academic document archive, peer-to-peer tutoring, and review system, providing significant academic benefits to members
- Liaised with professors to organize student-professor networking events

Sharpe Fellowship
- Selected as 1 of 10 fellows from over 1,000 applicants for the UCLA Sharpe Fellowship in Economics, based on demonstrated excellence in leadership, academic achievement, and civic engagement.

SKILLS & INTERESTS

- **Skills**: C++/C, C#, Java, Python, ROOT, Unity, QuTip, Qiskit, Git, CMS Computing Tools, NumPy, SciPy
- **Interests:** Grilling, Crosswords, Brazilian Jiu-Jitsu, Tennis, Reading