

# Nicholas Suh

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## Education

**Georgia Institute of Technology • (GPA: 4.00/4.00)**

Expected May 2026

*Bachelor of Science in Computer Science*

*Atlanta, Georgia*

*Bachelor of Science in Mathematics*

- **Relevant Coursework:** Data Structures and Algorithms (Java), Linear Algebra, Design and Analysis of Algorithms, Computer Organization & Programming, Combinatorics (in progress)
- **Organizations:** GT Web Dev Project Manager, VGDev (Video Game Development)

## Experience

**LegalMation/California Appellate Project**

June 2024 – Aug 2024

*Intern*

*Los Angeles, California*

- Leveraged LLMs to extract key information from transcripts, identifying prejudices and rights violations to ensure fair trial for incarcerated persons.
- Utilized Elixir and Python to efficiently parse legal court transcripts from PDF to machine-readable format
- Collaborated in an AGILE environment, efficiently tracking and managing tasks through JIRA tickets to ensure timely delivery of project milestones.
- Awarded the Georgia Tech Experiential Education Stipend (\$3500)

## Projects

**Minecraft Modding** | *Java*

- Designed, developed, and maintained Java mods for Minecraft, adding new combat mechanics to the game.
- Regularly updated to balance gameplay, add features, and ensure compatibility with the latest Minecraft releases.
- 250k+ cumulative downloads across 2 mods, Combat Enchantments and Armor Abilities.

**Dungeon Deja Vu** | *Rust, Bevy, Rapier*

- Created a platformer video game for Bevy Game Jam 5, placed 8th overall and 3rd in game design out of 77 entries.
- Implemented core gameplay mechanics and animations using Rust and the Bevy Game Engine.
- Created all assets, including sprite sheets, tilesets, and background art with Aseprite to craft a cohesive visual style.

**GT Reviews** | *React, Javascript, Chakra UI, Rust, Firebase*

- Led a small team in the development of a full stack web app allowing users to review various aspects of Georgia Tech for the GT Web Dev club.
- Minimalist and responsive frontend developed with React, Chakra UI, and Javascript.
- Class and professor data fetched through backend web scraper implemented with Rust and Firebase.

**Therapal** | *React, Javascript, GPT-3.5, Firebase, Node.js*

- Developed a web app that connects users with similar mental health struggles in a GPT-3 assisted chat platform.
- Implemented chat, matchmaking, AI, and authentication systems with React, Firebase, Node.js, and GPT-3.5.
- Won First place at Hack United, a hackathon with 400+ participants.

**Altarune** | *Unity, C#*

- Developing a 3D Top-down action roguelike tower-defense game for the Georgia Tech VGDev club.
- Protagonist can place towers, cast spells, and dodge-roll to clear rooms filled with increasingly difficult enemies.
- Implementing 3D pixel art shader, lighting, and other technical art effects using the Unity Render Pipeline.

## Skills and Interests

**Skills:** Java, Javascript, Rust, React, Tailwind, HTML, CSS, Firebase, Node.js, Gradle, Git, Aseprite, Blender

**Interests:** Brazilian Jiu Jitsu, Mechanical Keyboards, Jazz, Skiing, Weightlifting, Video Games