


Nicholas Suh

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Education

Georgia Institute of Technology • (GPA: 4.0/4.0)

Expected May 2027

Bachelor of Science, Computer Science

Atlanta, GA

Bachelor of Science, Mathematics

- **Relevant Coursework:** Machine Learning, Numerical Analysis, Computer Graphics, Computer Systems and Networks, Computer Organization and Programming, Probability Theory, Graph Theory, Data Structures

Experience

Travelers Insurance

June 2025 – Present

Software Engineering Intern

Hartford, CT

- Contributing to development of new backend Claim systems using Node.js, Express, GraphQL, and TypeScript.
- Integrating and managing data across MongoDB and PostgreSQL databases deployed with AWS Lambda and EKS.
- Writing comprehensive unit, integration, and end-to-end tests using Jest, Supertest, and Postman.
- Won 2nd place in intern Hackathon, 1st place in intern LeetCode-style coding competition out of over 100 interns.

Georgia Institute of Technology

Flow Physics and Computational Science Lab - Undergraduate Researcher

January 2025 - Present

- Developing high-performance GPU-accelerated code using Kokkos, SYCL, OpenMP, and OpenACC for computational fluid dynamics (CFD) simulations
- Utilizing Georgia Tech's PACE supercomputing cluster and NVIDIA Nsight systems to benchmark CFD simulations.

Aerospace Computational Engineering Group - Undergraduate Researcher

May 2025 - Present

- Researching and implementing machine learning methods to solve Bayesian inverse problems.

Certifications

AWS Certified Solutions Architect, Associate (SAA-C03)

Expires September 2028

- Concepts: EC2, S3, RDS, Lambda, VPC, EKS, etc.

Projects

League of Legends Winrate Predictor | PyTorch, NumPy, React, Tailwind, AWS, SQL

June 2025 - August 2025

loldrafttool.vercel.app

- Developed machine learning models to predict League of Legends game outcomes based on champion draft.
- Implemented Random Forest, XGBoost, and MLP models using PyTorch, achieving 53.5% accuracy on test data.
- Utilized AWS EC2, S3, and RDS to create data collection pipeline, processing millions of games and player statistics.

Minecraft Modding | Java, Gradle

August 2021 – Present

curseforge.com/minecraft/mc-mods/combat-enchantments

- Designed, developed, and maintained Java mods for Minecraft, adding new combat mechanics to the game.
- 250K+ cumulative downloads across 2 mods, Combat Enchantments and Armor Abilities.

Raytracer | C++, CUDA

July 2025 - Present

github.com/dsfhdshdjtsb/raytracer

- Developing a high-performance raytracer in C++ and CUDA, generating offline renders of complex scenes.
- Implementing rendering techniques such as path tracing, global illumination, and physically based rendering

Dungeon Deja Vu | Rust, Bevy, Rapier, Aseprite

July 2024

dsfhdshdjtsb.itch.io/dungeon-deja-vu

- 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, Aseprite, and the Bevy Game Engine.

Technical Skills

Programming Languages: Java, JavaScript, TypeScript, C++, C, Python, Rust, SQL, OpenGL/GLSL, HTML/CSS

Skills: Git, AWS, React, Node.js, Jest, REST APIs, GraphQL, Firebase, MongoDB, CUDA, Aseprite, Agile

Interests: Rock climbing, Skiing, Mechanical keyboards, League of Legends