Nicholas Suh

📞 714-390-9955 ✉ nicksuh@gatech.edu in linkedin.com/nsuh ⚙ github.com/dsfhdshdjtsb 🌐 nicksuh.dev

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)

Irvine Valley College   June 2023
Dual Enrollment   *Irvine, California*

- **Relevant Coursework:** Data Structures (C++), Java Programming, C Programming, IT Fundamentals, Computer Networking Fundamentals, Differential Equations, Multivariable Calculus

Projects

Minecraft Modding | *Java*

- Develop a Java program to add new features and gameplay to the video game Minecraft.
- Regularly update to add new features, balance gameplay around player feedback, and ensure compatibility with new Minecraft versions.
- 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

Note Drop | *Rust, Bevy, Rapier*

- Developed a pachinko-style app in Rust, enabling users to place pegs and balls to create musical sequences
- Utilized Rust and the Bevy game engine to implement a system where each peg corresponds to a musical note or chord, triggering sound playback upon collision with falling balls
- Won 1st place Digital track at Horizons 2024, an in-person hackathon at Georgia Tech

Roadcode | *Javascript, HTML, CSS, Google Maps API, OpenTripMap API*

- Developed a web application to procedurally generate a road trip with points of interest based on inputted criteria
- Implemented pathfinding algorithm with Javascript, OpenTripMap, and Google Maps
- Won Best overall at Freyhacks Hackathon (500+ participants, MLH season 2022)

Experience

LegalMation   June 2024 – Aug 2024
Intern   *Los Angeles, California*

- Developed a script in Elixir to efficiently parse legal court transcripts from PDF to machine-readable format
- Leveraged LLMs to extract key information from transcripts, identifying prejudices and rights violations.
- Collaborated in an AGILE environment, efficiently tracking and managing tasks through JIRA tickets to ensure timely delivery of project milestones.

Skills and Interests

Skills: Java, Javascript, Rust, React, HTML, CSS, Firebase, Node.js, C++, Git
Interests: Brazilian Jiu Jitsu, Mechanical Keyboards, Jazz, Skiing, Weightlifting, Video Games