Nicholas Suh

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

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 – September 2025
Software Engineering Intern   *Hartford, CT*
- Built backend Claim system using Node.js, Express, GraphQL, and TypeScript to improve scalability and reliability.
- Integrated and managed data across MongoDB and PostgreSQL, implementing validation and optimized queries.
- Supported containerized and serverless deployments on AWS (EKS, Lambda), worked with Docker, Terraform and CI/CD pipelines to streamline production releases.
- Authored 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.

Certifications

AWS Certified Solutions Architect, Associate (SAA-C03)   Expires September 2028
- <u>Concepts:</u> 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.
- Utilized AWS EC2, S3, and RDS to create data collection pipeline, processing millions of games and player statistics.
- Built full-stack web application with React and Tailwind to allow users to simulate drafts and view win predictions.

Minecraft Modding | *Java, Gradle*   August 2021 – December 2023
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: JavaScript, TypeScript, HTML/CSS, Java, C++, C, Python, Rust, SQL, OpenGL/GLSL
Skills: Git, AWS, React, Node.js, Jest, REST APIs, GraphQL, Firebase, MongoDB, CUDA, Aseprite, Agile
Interests: Rock climbing, Skiing, Mechanical keyboards, League of Legends