

Vivian Gu

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EDUCATION

Georgia Institute of Technology | Atlanta, GA

Expected Graduation: **May 2026**

B.S. in Computational Media, Minor in Mathematics

GPA: 3.93 / 4.00

Relevant Coursework: Object-Oriented Programming (*Java*), Data Structures & Algorithms (*Java*), Objects and Design (*Java*), Computer Organization (*Assembly, C*), Computer Graphics (*GLSL, C++*), Linear Algebra

SKILLS

Programming: Java, Python, HTML / CSS, C, C#, GLSL

Frameworks and Tools: Github, Bootstrap, Flask, Unity, UML, Microsoft Office

Design: Autodesk Maya, Blender, Photoshop, Illustrator, Aseprite

Languages: English (native), Mandarin (professional proficiency), Spanish (elementary proficiency)

PROJECTS

Restaurant Reservation System | Java, Bootstrap

June 2024

- Implemented a full-stack Java web application in a Scrum environment through four development phases in one SDLC, allowing users to create profiles, make reservations, and gain loyalty points.
- Executed terminal and front-end parity via layered architecture and API requests, effectively storing and updating data such as restaurant availability and loyalty points.
- Developed an intuitive and robust front end using Javalin, Pebble, and Bootstrap.

Cellary Kitchen Management | Python, Flask, HTML/CSS, Bootstrap

September 2024

- Led a Flask project to integrate a computer vision model into a digital kitchen inventory management system, resulting in an automated process for tracking ingredients which encouraged reduced food waste.
- Allows for quick scanning of grocery pictures and adjusting of inventory quantities, implemented through a REST API for handling requests between the front-end and back-end.

Personal Portfolio Website | HTML/CSS, Javascript

August 2024

- Developed a responsive webpage using HTML and CSS, enhancing information display across devices.
- Leveraged JavaScript event handlers and queries to implement responsive sliding galleries and pop-ups, improving interactivity and engagement on the site.

EXPERIENCE

VGDev Club (Hammurabi, Altarune, Back to Basics) | Developer and Artist

2023 - Present

- Developed and refined game mechanics by coding with C# scripts, focusing on game logic and physics.
- Collaborated with team members to implement graphs for dynamic on-hit effects and in-game graphics.
- Contributed to pipeline optimization processes such as camera scripts, decreasing development time.

Math Magicians Branch of StudySmart Youth Services | Founder and President

2019 - 2023

- Directed team of 10+ tutors while teaching free weekly online AMC/Mathcounts math classes to 50+ students.
- Applied advertising and teaching strategies to keep students engaged, increasing class sizes by 6x over 2 years.

LEADERSHIP

VGDev PR Team

2024 - Present

- Produced high quality posters, flyers, and promotional material for the club's demos and events.

GaTech LoL/TFT Club Staff

2024 - Present

- Led and hosted large in-person esports events and tournaments, organizing sign-ups and forming brackets.