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

EXPERIENCE

VGDev Club (Hammurabi, Altarune, Back to Bassics) | 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 scripts for dynamic on-hit effects and interactive
- Contributed to assets and optimization processes, ensuring smooth performance and visual consistency

Math Magicians Branch of StudySmart Youth Services | Founder and President   **2019 - 2023**
- Directed a 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
- Created an informative website displaying volunteer team, programs, and images in an effective way

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

PROJECTS

Restaurant Reservation System | Java, Bootstrap   *June* **2024**
- Implemented a full stack web page that includes tracking of reservations, loyalty points, and capacity
- Executed front-end allowing for the ability to add customers, owners, and restaurants
- Built robust front-end with Javalin, Pebble, and Bootstrap for visual clarity and intuitive user input

Cellary Web Application | Python, Flask, Bootstrap   *September* **2024**
- Led a Flask project to incorporate computer vision model into digital kitchen inventory management system
- Allows for scanning of grocery pictures and adjusting of inventory quantities with a responsive front-end
- Displays recipes based on available ingredients in inventory to encourage meal planning and less food waste

Personal Portfolio Website | HTML, CSS, Javascript   *August* **2024**
- Programmed a responsive webpage that displays my projects and art portfolio clearly and effectively
- Implemented sliding galleries and pop-ups, complete with custom pixel art background and assets

Screw It Up | Unity, C#, Blender   *August* **2024**
- Developed a local multiplayer game involving gameplay loop of connecting pieces and screwing them together
- Leveraged C# scripts to increase efficiency of camera movement and object lerping when designing levels

SKILLS

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

Frameworks and Tools: Github, Windows, Visual Studio Code, IntelliJ, Unity, Flask

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

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