

# Joseph Seo

seojoseph4@gmail.com • (201)-580-1535 • <https://www.linkedin.com/in/joseph-seo-915207251/> •  
<https://portfolio-website-inx7asvs5-joseph-seos-projects.vercel.app/>

## EDUCATION

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**Georgia Institute of Technology | Atlanta, GA**

**B.S. in Computer Science |**

**Aug. 2023 - May 2026(Expected)**

**Relevant Courses:** Linear Algebra, Intro to Computing, Intro to Object Oriented Programming, Discrete Mathematics, Data Structures and Algorithms, Intro to Database Systems, Objects and Design, Computer Organization and Programming

## TECHNICAL SKILLS

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**Programming Languages:** Java, Python, C#, C++, HTML/CSS, JavaScript, TypeScript, Tailwind CSS

**Tools:** Unity Game Engine, Unreal Engine, Github, Git, Next.js, React, Pandas, Google Collabs, React-Native, Django

## PROFESSIONAL EXPERIENCE

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**WellEd Labs | Intern | Palisades Park, NJ**

**Jun. 2024 - Aug. 2024**

- WellEd Labs is responsible for creating the “The Digital SAT”, an online SAT/PSAT prep test taking site that is distributed to tutors and academies
- Developed an admin site using React and Django, creating effective data management solutions to streamline workflows and enhance data visualization, significantly accelerating development timelines.

**VIP GROWER Project | Member | Atlanta, GA**

**Jan. 2024 - Present**

- GROWER, or Grid Resilience, Weather, Outage, and Emergency Response, seeks to create robust, comprehensive, and transparent real-time power outage data measured at multiple geographic locations.
- Managed existing power outage datasets including cleaning, merging with other datasets, and standardizing for further analysis using the Google Collabs tool and Pandas Library.

## PROJECTS

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**Stealth Startup | Developer | Virtual**

**May 2024 - Aug. 2024**

- Developed a prototype for startup software using React-Native, Node.js, and MongoDB in collaboration with a small, agile team while effectively communicating and coordinating with team members
- Specialized in front-end development, leveraging React-Native and Node.js to design and implement dynamic and responsive user interfaces for mobile app

**Project Bonbon | VGDev @ Gatech**

**Sep. 2023 - Dec. 2023**

- Bonbon is a narratively driven sweets themed turn-based JRPG currently in development
- Developed game mechanics with 50+ other developers using the Unity game engine and utilized Github for version control
  - Implemented the scene transition system and asynchronous loading screens in between scenes ensuring smooth transition between the scenes