

Sijun Kevin Hu

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EDUCATION

Georgia Institute of Technology
Bachelor of Science in Computer Science

Atlanta, GA
December 2026

EXPERIENCE

Tyler Technologies

May 2025 – Present

Software Developer Intern

Lawrenceville, GA

- Cut application load times by **40%+** and improved responsiveness by modernizing legacy AngularJS components to Angular for **750+** municipalities serving **20k-900k+** residents
- Remediated **120+** accessibility violations identified in ADA compliance audit by researching and implementing WCAG 2.2 standards, preventing **\$100k+** in potential penalties across municipal government applications
- Modernized legacy C#/.NET backend APIs and resolved critical bugs to support AngularJS to Angular migration
- Coordinated with QA and product teams to validate and test **120+** accessibility fixes before production release

FluidSportsTech

Jan. 2025 – May 2025

Android Developer Intern

Remote

- Developed Android onboarding and wellness tracking features in Java, translating iOS Swift codebase and Figma designs to achieve feature parity for **200+** athletes
- Integrated Firebase Authentication and Firestore for secure user sessions and real-time data synchronization
- Built UI components using XML layouts and Material Design principles for consistent cross-platform experience
- Established shared API contracts with iOS team to minimize platform-specific bugs

Georgia Tech Esports

Aug. 2024 – Present

Director of Innovation

Atlanta, GA

- Architecting full-stack hackathon platform (React, Node.js, MongoDB) for **200+** participants, designing system architecture and delegating feature development across registration, project submissions, and judging workflows
- Drove org website redesign serving **2k+** monthly visitors, establishing scalable architecture standards
- Delivered GameFest platform for **500+** competitors with registration, bracket management, and point distribution
- Led **10+** developer team through code reviews, Git workflows, and sprint planning, maintaining **28k+** line codebase across multiple projects

PROJECTS

TapDetail | *Next.js, Node.js, Firebase, TailwindCSS*

- Launched production SaaS platform (Next.js, Node.js, Firebase) managing **100+** bookings with automated scheduling engine, role-based dashboards, and SMS reminder notifications
- Built dashboards and automated reminders that cut missed appointments and bookings by **25%**
- Secured customer + business data with secure role-based access controls and real-time database with Firebase
- Deployed scalable cloud infrastructure supporting live booking and customer management

BubbledIn | *React, WebRTC, Firebase, Web Speech API, Gemini API*

- Built real-time audio app enabling private “audio bubbles” for distraction-free team communication in noisy areas
- Engineered peer-to-peer voice channels with WebRTC + Firebase, supporting **5+** users with **<200ms** latency
- Engineered real-time audio transcription pipeline integrating Web Speech API and Gemini LLM, generating contextual summaries with **90%+** accuracy
- Optimized browser audio handling to maintain stable cross-device performance with **<5%** packet loss

LEADERSHIP & CAMPUS INVOLVEMENT

GT Esports (Director of Innovation & Development Lead)

Student Center Programs Council (Tech Team & Horizons Subcommittee)

TECHNICAL SKILLS

Languages: Java, C#, Python, C/C++, Javascript, Typescript, SQL, HTML/CSS

Frameworks/Tools: Angular, React, Node.js, Express, Flask, Django, Firebase, Supabase, Tailwind, MySQL, Git

Technologies: AWS, Docker, CI/CD (GitHub Actions), REST APIs, WebRTC, Unix/Linux, Unit Testing

Concepts: Data Structures & Algorithms, Distributed Systems, Web/Mobile Dev, CI/CD, Agile