

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 <i>Software Developer Intern</i>	May 2025 – Present Lawrenceville, GA
<ul style="list-style-type: none">Cut application load times by 40%+ and improved responsiveness by modernizing legacy AngularJS components to Angular for 750+ municipalities serving 20k-900k+ residentsRemediated 120+ accessibility violations identified in ADA compliance audit by researching and implementing WCAG 2.2 standards, preventing \$100k+ in potential penalties across municipal government applicationsModernized legacy C#/.NET backend APIs and resolved critical bugs to support AngularJS to Angular migrationCoordinated with QA and product teams to validate and test 120+ accessibility fixes before production release	
FluidSportsTech <i>Android Developer Intern</i>	Jan. 2025 – May 2025 Remote
<ul style="list-style-type: none">Developed Android onboarding and wellness tracking features in Java, translating iOS Swift codebase and Figma designs to achieve feature parity for 200+ athletesIntegrated Firebase Authentication and Firestore for secure user sessions and real-time data synchronizationBuilt UI components using XML layouts and Material Design principles for consistent cross-platform experienceEstablished shared API contracts with iOS team to minimize platform-specific bugs	
Georgia Tech Esports <i>Director of Innovation</i>	Aug. 2024 – Present Atlanta, GA
<ul style="list-style-type: none">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 workflowsDrove org website redesign serving 2k+ monthly visitors, establishing scalable architecture standardsDelivered GameFest platform for 500+ competitors with registration, bracket management, and point distributionLed 10+ developer team through code reviews, Git workflows, and sprint planning, maintaining 28k+ line codebase across multiple projects	

PROJECTS

TapDetail <i>Next.js, Node.js, Firebase, TailwindCSS</i>	<ul style="list-style-type: none">Launched production SaaS platform (Next.js, Node.js, Firebase) managing 100+ bookings with automated scheduling engine, role-based dashboards, and SMS reminder notificationsBuilt 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 FirebaseDeployed scalable cloud infrastructure supporting live booking and customer management
BubbledIn <i>React, WebRTC, Firebase, Web Speech API, Gemini API</i>	<ul style="list-style-type: none">Built real-time audio app enabling private “audio bubbles” for distraction-free team communication in noisy areasEngineered peer-to-peer voice channels with WebRTC + Firebase, supporting 5+ users with <200ms latencyEngineered real-time audio transcription pipeline integrating Web Speech API and Gemini LLM, generating contextual summaries with 90%+ accuracyOptimized 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