Jerry Gu

Permanent Address: Richmond, Virginia
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Education

UNIVERSITY OF VIRGINIA   Charlottesville, Virginia
B.S. in Computer Science, GPA: 3.86   August 2021 - May 2025

SEOUL NATIONAL UNIVERSITY   Seoul, South Korea
Study abroad coursework in South Korea   February - June 2024

DEEP RUN HIGH SCHOOL   Henrico, Virginia
Graduated 5th of 438 (top 1% of class)   September 2017 - June 2021

Experience

COFUND   Richmond, Virginia
Junior Mobile App Developer Intern   June - August 2024
- Sole front-end developer for a cross-platform mobile app built with React Native and JavaScript
- Adapted to a fintech startup environment, taking initiative in problem-solving and decision-making

UDIG   Richmond, Virginia
Software Consultant Intern   June - August 2023
- Collaborated with a team of five interns to design and build public-facing web application from scratch
- Presented weekly demos of application to C-suite executives, incorporating feedback into iterative development
- Implemented agile framework, conducting daily standups and planning weekly sprints
- Utilized a tech stack comprising of TypeScript, React.js, GraphQL, Hasura, and PostgreSQL

Key Skills

Programming Experience: Python, Java, C, TypeScript, React.js, Django, Tailwind CSS, SQLite, GraphQL, JDBC
Cloud and DevOps: AWS (IAM, S3), Heroku, GitHub, GitLab, AGILE methodology

Projects

MACHINE LEARNING FOR VIRGINIA
- Secured third place in the UVA "ML4VA" class competition, recognizing innovative approach and presentation
- Cleaned and visualized a publicly available dataset on standardized testing scores, ensuring data integrity
- Achieved a 0.7683 R^2 score using XGBoost, demonstrating the model's effectiveness in capturing variance in the data

ACADEMIC PROJECT TRACKER
- Deployed a project management website as DevOps Manager leveraging Django, Heroku, and AWS S3
- Led sprint meetings in an Agile environment, coordinating team efforts and ensuring timely delivery of project milestones

STUDENT REVIEW COURSE APP
- Designed and developed a full stack course review application as a project for Software Development Essentials course
- Engineered a Model-View-Controller architectural pattern with JavaFX, Java Database Connectivity, and SQLite

SHADOWBOX MOUSE TRAINER
- Self-taught Unity and C# scripting to create online training tool for competitive real-time-strategy game players

SPLITBALL
- Inherited and converted single-player game to multiplayer offline game as part of Student Game Developers Club
- Scripted new powerups in Unity C# and refactored existing codebase to support future development

Activities

STARCRAFT @ UVA - Founded and led collegiate StarCraft team which competed in Corporate Esports Association
KENDO @ UVA - Travel team member and Treasurer of Kendo Club, managing budget and allocating club funds
VOICEACTING - Freelance voice actor, narrator for BUSHIDO Kendo Documentary YouTube channel
YOUTUBE - Scripted and edited videos using DaVinci Resolve, garnering over 150,000 lifetime views