

Barnatt Wu

✉ bwu22@stevens.edu | 📞 917-909-9353 | 🔗 [linkedin.com/in/barnattwu](https://www.linkedin.com/in/barnattwu) | 🐙 github.com/BarnattW | 🌐 barnattwu.com |
Brooklyn, NY

EDUCATION

Stevens Institute of Technology

Hoboken, NJ

Bachelor of Science in Computer Science, GPA: 3.64

Expected May 2026

Relevant Coursework: Numerical Linear Algebra for Big Data, Deep Learning, Computer Architecture and Organization, Database Management Systems, Systems Programming, Operating Systems, Web Programming, Game Development III

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C, C++, SQL, Java

Frameworks: Node.js, React, Next.js, Express.js, Keras, Unreal Engine, Godot

Developer Tools: Git, Jupyter Notebook, Docker, Kubernetes, MongoDB, MySQL, Google Cloud Platform

WORK EXPERIENCE

Multimedia & Geospatial Information Systems Intern

July 2023 - Aug 2023

New York City Economic Development Corporation

New York, NY

- Automated weekly updates for datasets of over 10K+ data records using Python scripts with ESRI's ArcPy library, improving processing efficiency and accuracy
- Developed 2 React applications, integrating interactive web maps using ESRI's JavaScript library to support planning and data visualization
- Presented solutions to address team challenges by introducing updated dev tools and practices to improve team efficiency and problem-solving capabilities

PROJECTS

Bullet Hell Roguelike | Unreal Engine 5, C++/Blueprints

Feb 2025 - May 2025

- Engineered a modular gameplay system with procedural level generation, dynamic enemy spawning, and data-driven content configuration
- Built and optimized core systems including inventory management, real-time AI behavior, and modular weapon handling
- Applied software engineering principles to build reusable, scalable, and maintainable systems across gameplay components

Orion Messaging | TypeScript, MongoDB, Next.js, Redis, Apache Kafka, Kubernetes

May 2023 - Aug 2023

- Led development of a microservice-based chat application with real-time messaging and group chat features
- Designed and implemented core chat features including friend system, group management, notifications and message delivery pipelines with fault tolerance
- Built WebSocket-based comms with Redis-backed client cache for optimized active user handling
- Deployed via Docker and Kubernetes on Google Cloud for scalable service management and monitoring

Simple Kanban | JavaScript, Next.js, MongoDB

Jan 2023 - April 2023

- Created full-stack agile productivity tool for task tracking and list management with clean responsive UI
- Designed and deployed project on Vercel with MongoDB Atlas for persistent cloud storage