

Raymond Xu

+1 (781) 502-6377 | xu.raym@northeastern.edu | [linkedin.com/in/raymondxyu](https://www.linkedin.com/in/raymondxyu) | github.com/Bruvato | ray-xu.com

EDUCATION

Northeastern University

Boston, MA

Bachelor of Science in Computer Engineering & Computer Science, Minor in Mathematics

Sep. 2024 – May 2028

- **GPA: 4.0/4.0**, Dean's List, Rev Cohort 4, Eta Kappa Nu
- Relevant Coursework: Algorithms & Data, Computer Systems, Object-Oriented Design, Discrete Structures

EXPERIENCE

Software Engineer Intern

Jul. 2025 – Aug. 2025

Mosaic (YC W25)

San Francisco, CA

- Accelerated agentic video editing workflow efficiency by 40% by redesigning the node-based canvas editor to support pausing, selective node restarts, and internal versioning, enabling real-time debugging and iteration.
- Engineered a Remotion-based video editor with synchronized preview, timeline, and inspector, improving editor performance by 80% and introducing editing features that accelerated multimodal video agent development.

AI/ML Fellow

Apr. 2025 – Present

Break Through Tech

Cambridge, MA

- Selected from 3000+ applicants for 12-month program at MIT including ML coursework with Cornell faculty.
- Partnering with MathWorks on Human Motion Recognition project using IMUs to classify human movements.

Section Leader

Apr. 2025 – May 2025

Stanford University: Code In Place

Remote

- Led a 1-hour weekly live section over a 6-week program to cohorts of 10–15 international students.
- Guided students through Stanford's CS106A-based modules covering Python fundamentals: variables, control flow, functions, lists, and dictionaries, contributing to an overall program completion rate of 90%+ in my section.

Full Stack Developer

Mar. 2025

HackIllinois 2025

Champaign, IL

- Built a viral social finance app that gamified saving and peer accountability, reaching top 5 of 105 teams by increasing projected user retention by 60% through competitive spending challenges and progress sharing.
- Developed a full-stack system using TypeScript, Next.js, and Supabase, enabling rapid prototyping and supporting 100+ concurrent user actions.

Front End Developer

Feb. 2025

Civic Tech Hackathon 2025

Boston, MA

- Developed a mobile app using Python, FastAPI, Flet, and Firebase to gamify real-world wildlife tracking, integrating AI-powered animal recognition with AR-based tracking, winning Best Design from 40 teams.
- Engineered a real-time species detection system achieving 85% accuracy, leveraging Moondream and Segment Anything Model 2 for image segmentation and enhancement.

PROJECTS

Real Time ASL Translator | *Next.js, FastAPI, OpenCV, MediaPipe, ElevenLabs,*

Oct. 2025 – Present

- Developed a real-time ASL recognition and translation app with hand and face tracking for HackHarvard 2025.
- Built a MediaPipe Hands model with 94% classification accuracy across 25+ gestures using a FastAPI backend.
- Integrated ElevenLabs text to speech API for natural, context aware multilingual speech.

Classroom Copilot | *Next.js, FastAPI, LangChain, Supabase, Gemini*

Jul. 2025 – Sep. 2025

- Built an AI agentic learning platform for class-wide analytics for educators and personalized feedback for students.
- Developed LangChain agents in FastAPI with Supabase vector store and RAG pipelines for analyzing submissions.
- Integrated PDF ingestion with LangChain's PDF loader and vector search for context-aware, structured feedback.

TECHNICAL SKILLS

Languages: Java, Python, C#, C/C++, JavaScript, TypeScript, HTML/CSS, SQL, Matlab, Lua

Frameworks/Libraries: React, Next.js, Node.js, FastAPI, Flask, Tailwind, NumPy, Pandas, Sklearn, PyTorch, JUnit

Technologies: Git, Docker, Bash, Linux, AWS, PostgreSQL, Supabase, LangGraph, Cursor, Figma, Unity, Blender

Technical Skills: DSA, AI & ML, UI/UX Design, CI/CD, Data Visualization, Game Development, VR/AR

Other Skills: 3D-Modeling, Graphic Design, Editing, Project Management, Social Media Marketing, Teaching