

# Raymond Xu

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

## 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.

### 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.

### Unity Developer

Oct. 2024 – Nov. 2024

*BostonHacks 2024*

*Boston, MA*

- Developed simulations using Unity's Machine Learning Agents Toolkit to train AI for space vehicle tasks in diverse environments, reducing live-testing risks and winning the "Interstellar Intelligence" award selected from 49 teams.
- Boosted model performance by 2.3 times through deep reinforcement learning with Python, PyTorch, and Unity, simulating realistic physics for autonomous navigation tasks.

## PROJECTS

### Spotify Data Visualizer | *TypeScript, Next.js, NextAuth.js, D3.js, Spotify Web API*

Dec. 2024 – Jan. 2025

- Developed a full-stack web app that allows users to explore and visualize their Spotify listening data, including top artists, tracks, genres, recently played tracks, etc.
- Integrated Spotify OAuth with NextAuth.js to authenticate users and access personalized listening data.

### 3D Online Multiplayer Game | *C#, Unity, Netcode for Game Objects, Blender*

Apr. 2024 – May 2024

- Developed a 3D Overcooked-inspired multiplayer educational game teaching AP Chemistry lab procedures.
- Built multiplayer features with Unity's Netcode and Gaming Services, and applied networking design patterns.

## TECHNICAL SKILLS

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

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

**Technologies:** Git, Docker, Bash, Linux, Supabase, Firebase, Figma, LaTeX, Unity, Godot, 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