

# Raymond Xu

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## EDUCATION

<b>Northeastern University</b> <i>Bachelor of Science in Computer Engineering &amp; Computer Science, Minor in Mathematics</i>	Boston, MA Sep. 2024 – May 2028
<ul style="list-style-type: none"><li>• <b>GPA: 4.0/4.0</b>, Dean's List, Rev Cohort 4, Eta Kappa Nu</li><li>• Relevant Coursework: Algorithms &amp; Data, Computer Systems, Object-Oriented Design, Discrete Structures</li></ul>	

## EXPERIENCE

<b>Software Engineer Intern</b> <i>Mosaic (YC W25)</i>	Jul. 2025 – Aug. 2025 San Francisco, CA
<ul style="list-style-type: none"><li>• 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.</li><li>• 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.</li></ul>	
<b>AI/ML Fellow</b> <i>Break Through Tech</i>	Apr. 2025 – Present Cambridge, MA
<ul style="list-style-type: none"><li>• Selected from 3000+ applicants for 12-month program at MIT including ML coursework with Cornell faculty.</li><li>• Partnering with MathWorks on Human Motion Recognition project using IMUs to classify human movements.</li></ul>	
<b>Section Leader</b> <i>Stanford University: Code In Place</i>	Apr. 2025 – May 2025 Remote
<ul style="list-style-type: none"><li>• Led a 1-hour weekly live section over a 6-week program to cohorts of 10–15 international students.</li><li>• 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.</li></ul>	
<b>Full Stack Developer</b> <i>HackIllinois 2025</i>	Mar. 2025 Champaign, IL
<ul style="list-style-type: none"><li>• 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.</li><li>• Developed a full-stack system using TypeScript, Next.js, and Supabase, enabling rapid prototyping and supporting 100+ concurrent user actions.</li></ul>	
<b>Front End Developer</b> <i>Civic Tech Hackathon 2025</i>	Feb. 2025 Boston, MA
<ul style="list-style-type: none"><li>• 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.</li><li>• Engineered a real-time species detection system achieving 85% accuracy, leveraging Moondream and Segment Anything Model 2 for image segmentation and enhancement.</li></ul>	

## PROJECTS

<b>Real Time ASL Translator</b>   <i>Next.js, FastAPI, OpenCV, MediaPipe, ElevenLabs</i>	Oct. 2025 – Present
<ul style="list-style-type: none"><li>• Developed a real-time ASL recognition and translation app with hand and face tracking for HackHarvard 2025.</li><li>• Built a MediaPipe Hands model with 94% classification accuracy across 25+ gestures using a FastAPI backend.</li><li>• Integrated ElevenLabs text to speech API for natural, context aware multilingual speech.</li></ul>	
<b>Classroom Copilot</b>   <i>Next.js, FastAPI, LangChain, Supabase, Gemini</i>	Jul. 2025 – Sep. 2025
<ul style="list-style-type: none"><li>• Built an AI agentic learning platform for class-wide analytics for educators and personalized feedback for students.</li><li>• Developed LangChain agents in FastAPI with Supabase vector store and RAG pipelines for analyzing submissions.</li><li>• Integrated PDF ingestion with LangChain’s PDF loader and vector search for context-aware, structured feedback.</li></ul>	

## TECHNICAL SKILLS

<b>Languages:</b> Java, Python, C#, C/C++, JavaScript, TypeScript, HTML/CSS, SQL, Matlab, Lua
<b>Frameworks/Libraries:</b> React, Next.js, Node.js, FastAPI, Flask, Tailwind, NumPy, Pandas, Sklearn, PyTorch, JUnit
<b>Technologies:</b> Git, Docker, Bash, Linux, AWS, PostgreSQL, Supabase, LangChain, Cursor, Figma, Unity, Blender
<b>Technical Skills:</b> DSA, AI & ML, UI/UX Design, CI/CD, Data Visualization, Game Development, VR/AR
<b>Other Skills:</b> 3D-Modeling, Graphic Design, Editing, Project Management, Social Media Marketing, Teaching