Raymond Xu

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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
- 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

Classroom Copilot | *Next.js, FastAPI, LangChain, Supabase, Gemini* — Jul. 2025 – Present
- Built an AI agentic learning platform for class-wide analytics for educators and personalized feedback for students.
- Developed LangChain agents in FastAPI with Supabse vector store and RAG pipelines for analyzing submissions.
- Integrated PDF ingestion with LangChain's PDF loader and vector search for context-aware, structured feedback.

Spotify Data Visualizer | *TypeScript, Next.js, NextAuth.js, D3.js, Spotify Web API* — Dec. 2024 – Jan. 2025
- Developed a TypeScript/Next.js frontend web app that visualizes Spotify listening trends with D3.js, including top artists, tracks, genres, and recently played.
- Integrated Spotify OAuth with NextAuth.js to authenticate users and access personalized listening data.

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, Supabase, Firebase, Figma, LaTeX, Unity, Godot, Blender
Technical Skills: DSA, AI & ML, UI/UX Design, CI/CD, Data Visualization, Game Developement, VR/AR
Other Skills: 3D-Modeling, Graphic Design, Editing, Project Management, Social Media Marketing, Teaching