

## Harrison M. Stuart

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### Education

#### Fractal AI Accelerator | New York, New York

Summer 2025

#### Queen's University | Kingston, Ontario

- Bachelor of Computing (Computer Science) Spring 2024
- Bachelor of Arts (English Language and Literature) Fall 2022

### Intro

Product-focused software engineer with a humanities education. Recently upended my life in Canada and relocated to NYC to seek ambitious work via the Fractal AI Accelerator program. Looking to develop my capabilities by contributing to a fast-growing startup I fully believe in.

### Technical Skills

**Programming Languages:** Typescript, Python, C, Lua

**Frameworks/Libraries:** React, Nextjs, Drizzle, Vercel, tRPC, Tailwind

### Work Experience

#### Waive The Wait (Kingston, ON and Sudbury, ON)

Dec 2022 - May 2025

Founding Engineer

- Started contributing before the first funding round, brought on as the first hire shortly thereafter
- Owned the technical evolution of the Automated Task Manager – growing it from a single-clinic pilot to a scalable system used by 35+ medical clinics and 100+ providers, spanning two EMRs and multiple provinces.
- Participated in dozens of customer meetings – provided technical support during sales calls, then personally handled implementation and ongoing support afterward.
- Contributed significantly to product roadmap, both short and long term.

#### Service Positions (Misc)

Summers 2018 - 2022

Bank Teller, Barista, Bartender, and Server

- Early experience operating in a customer-facing capacity.
- Met dozens of fascinating people from all walks of life.
- Enjoyed unquantifiable-yet-valuable character growth, then realized I'd rather be working in tech.

### Selected Projects

#### Infinigame (Typescript, React, Nextjs, Drizzle, tRPC, Better-Auth, Vercel AI SDK)

- During my time with the Fractal AI Accelerator, I built Infinigame: a platform for creating, playing, and sharing infinite bite-sized AI-generated roleplaying games.
- Built with Nextjs, persistent chats managed using the Vercel AI SDK and a PostgreSQL database.
- Implemented model tool use for updating UI in response to win/loss conditions.

#### CHIP-8 Interpreter (C, SDL2, ncurses)

- After finishing my english degree but before returning to CS, I built a Chip-8 Language interpreter in C as a 'learn to code again' project.
- Implemented full technical specification of the Chip-8 platform, including 36 CPU instructions, 16 registers, 4KB memory, 64x32 display out, realtime sound and delay timers, and CPU fetch/decode/execute routine.
- Ensured I/O systems were fully decoupled from CPU logic, and developed two separate I/O systems (ncurses and SDL2) capable of utilizing the same CPU implementation.
- Finally satisfied my 10-year old self wondering how on earth it's technically possible to play gameboy pokemon games on the computer.