

# Richard Raad

US Citizen | Natick, MA | (508)-808-9053 | richardtraad@vt.edu | github.com/Richard-Raad  
linkedin.com/in/richardtraad/ | richard-raad-portfolio.netlify.app | Availability: May - August

## Objective

---

Driven Computer Science major and Honors student at Virginia Tech with a strong academic background and a passion for software engineering and app development. Eager to gain hands-on experience in developing innovative applications with a special interest in fitness technology—fueled by my training for an upcoming Half Ironman. Looking for Summer 2025 internships where I can combine my strong problem solving skills with my drive to learn and create impactful solutions.

## Education

---

**Virginia Tech – College of Engineering, Honors College (GPA: 3.97/4.00)** **Blacksburg, VA**  
*Candidate for B.S. in Computer Science and a Minor in Business* August 2023 – May 2027

- **Related Coursework:** Software Design & Data Structures, Intro to Problem Solving in CS, Foundations of Engineering (1 & 2)
- **Honors:** Dean's List with Distinction (Sem 1), President's List (Sem 2), President's List (Sem 3)
- **Rankings (Freshman Year):** Ranked 10/213 in Major, 30/1,390 in College of Engineering, 162/5,040 University-wide

## Skills

---

- **Languages:** Java, Python, C#, HTML/CSS/JavaScript
- **Tools/Frameworks:** Git, React.js, Node.js, Microsoft Excel, Unity Game Engine, Maya 3D, Aseprite

## Certifications

---

### Scientific Computing With Python (Python)

- String Manipulation, Algorithms, Regular Expressions, List Comprehension, Data Structures, OOP, Binary Search Tree Traversal, Special Methods, Lambda Functions

## Projects

---

### CS 2114 Tower of Hanoi (Java) October 2024

- School Project: Implemented a recursive solver for the Tower of Hanoi puzzle with a GUI displaying the solving process. Can be used to model to most efficient solution to a customizable number of disks.

### CS 2114 Music Mixes (Java) November 2024

- School Project: Built a playlist sorter meant to represent a simple version of how software like Spotify and Apple Music generate playlists based on genre distribution. Sorts songs read from an input file into suggested playlists by their percent pop, rock, and country.

### 2D Planet Defense Game (C#, Unity Game Engine, Aseprite) May 2022

- Created a 2D orbital, planetary defense game with custom made graphics and game scripts. The game shows a player controlled moon spinning around earth to destroy randomly spawning meteorites.

### 3D Hand Evasion Game (C#, Unity Game Engine, Maya) October 2021

- Constructed a 3D game utilizing custom made 3D objects and game scripts. The game is an obstacle course of avoiding enemy arms while collecting coins for a high-score.

## Activities

---

### VTHacks 12 Hackathon (JavaScript, HTML, CSS, React.js, Node.js, GPT-4 API) Sep 2024

- Collaborated in a team of 4 working through 2 days and nights to construct a react app implementing GPT-4 API to represent a realtor client interaction and practice finding houses as a realtor

## Interests

---

- Triathlons (IRONMAN), Weightlifting, Reading (Science Fiction), Health/Nutrition, Animals (Dogs), Machine Learning, App Design, Fitness Technology, Game Design (2D + 3D)