Richard Raad

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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 machine learning 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

Work Experience

CS Undergraduate Teaching Assistant – Software & Data Structures **Blacksburg, VA**
(CS 2114) January 2025 – Present

- Two office hrs a week, students sign up to meet with me to help them with any coursework or course concepts.
- Two CS labs a week, assisting GTA with teaching students how to complete the lab projects and helping students overcome any roadblocks they run into.

Skills/Certifications

- **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 (freeCodeCamp)

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)