

Richard Raad

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linkedin.com/in/richardtraad/ | 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 and potentially working with wearable technology, specifically fitness oriented. Looking for a Summer 2025 internship or 2025 CO-OP.

Education

Virginia Tech – College of Engineering, Honors College (GPA: 3.96/4.00)
Candidate for B.S. in Computer Science)

Blacksburg, VA
August 2023 – May 2027

- **Minor:** BUSR - Business
- **Related Coursework:** Software Design & Data Structures, Intro to Problem Solving in CS, Foundations of Engineering (1 & 2)
- **Honors:** Dean's List with Distinction, President's List

Skills

- **Languages:** Java, Python, C#, HTML/CSS
- **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 customization number of disks.

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)