# RAYMOND HUANG

4 Rush Road, Westford, MA    huang.ra@husky.neu.edu    978.394.2883
www.linkedin.com/in/ray10102/    Available Full Time: Jan. 2018 - July 2018

## EDUCATION

**Northeastern University,** Boston, MA      Sept. 2016 to present
College of Computer and Information Science      Exp. 2020
Candidate for Bachelor of Science in Computer Science and Digital Art, Minor in Ethics      **GPA:** 3.8/4.0
    **Honors:** Dean's List, National Merit Scholar, Honors Program
    **Related Courses:** Algorithms (Graduate Level), Object Oriented Design, Database Design
    **Student Organizations:** Northeastern Animation Student Association, Husky Ambassadors,
    BLUEPRINT/Lead360, NU Hacks, NU Women in Technology, Ethics Bowl, Boston University AR VR

## SKILLS

**Languages:**    Java, C#, HTML, CSS, Racket, SQL, JavaScript, C++
**Software:**    Unity, Maya, A dobe Creative Suite, Google VR SDK, HTC Vive SteamVR SDK
**Certifications:** Udemy - The Complete Unity Developer (2017), Lynda - Maya 2018 Essentials Training

## EXPERIENCE

**ReGame VR Laboratory,** Boston, MA      Jan. 2017 to present
**Research Assistant**
- Develop games and applications with Unity, C#, and the HTC Vive SteamVR SDK
- Research and apply active gaming systems and virtual reality to physical therapy and rehabilitation
- Designed and implemented software for a the Fun, Interactive Board (FITBoard), a device that applies VR
  concepts to physical therapy at a lower cost for testing and implementation at Franciscan Children's Hospital
- Onboarded and led a small team of game developers increating games for the FITBoard
- Constructed framework for and iterated on UI design for the FITBoard's tablet interface in Unity

**Northeastern University,** Boston, MA      Mar. 2017 to Sept. 2017
**Orientation Leader**
- Planned and facilitated large orientation programs for over 3000 incoming students and their families
- Recieved training in inclusivity, teamwork, leadership, professionalism, and personal wellness

**SIGGRAPH Conference,** Los Angeles, CA      Aug. 2017
**Student Volunteer**
- Facilitated logistics and execution of large events and VR, AR, and E-tech demos

## PROJECTS

**SeaChange VR - VR EcoHack**      April 2017
- Produced a WebVR experience in A-frame (HTML and JS) that displays the bleaching of coral
  reefs and polluting of oceans for climate education
- Won 3rd Best VR Hack at the VR EcoHack in at the Public VR Lab in Brookline, MA

**Focus Pocus - Hamp Hack**      April 2017
- Created a 2D game in Unity with C# that uses the Neurosky Mindwave to dynamically manip-
  ulate in-game variables for use as biofeedback training, therapy, and entertainment
- Won the Braini-Hack Challenge at Hamp Hack at Hampshire College in Amherst, MA

## INTERESTS

Musical Theater | Baking | Sculpture | Installation Design | UX Design | Botany | Conspiracy Theories