
EDUCATION

Northeastern University – Dec 2026 | John Martinson Honors Program | Dean's List | National Recognition Scholar

Khoury College of Computer Sciences & College of Arts, Media, & Design | 3.75/4.0

Candidate for B.S. in Computer Science & Music with Concentration in Music Technology

- Activities: Recreational Climbing Team (Communications Chair) | Oasis Software Development | Chamber Ensemble | Ballroom
- Relevant Courses: Acoustics & Psychoacoustics of Music | AI for Musical Innovation | Algorithms & Data | Composing with Digital Technologies | Computer Music Fundamentals | Discrete Structures | Foundations of Cybersecurity | Fundamentals of Computer Science 1 & 2 | Fundamentals of Software Engineering | History of Technology | Human-Computer Interaction | Introduction to Databases | Intro to Music Technology | Music Perception & Cognition | Object-Oriented Design | Projects in Cloud Computing

SKILLS

Programming Languages: Proficient: C#, CSS, HTML, Java, JavaScript, R, Racket, TypeScript | Intermediate: C++, XAML, XML

Languages: Native: English, Mandarin | Intermediate: Spanish, German, French

Frameworks: Junit, Next.js, React Native, Windows Presentation Foundation

Tools & Libraries: AWS, Clasp, Cloudflare, Git, Google Apps Script, LaTeX, Leaflet.js, Node.js, Pandas + NumPy, React, Supabase, Vercel

Concepts: Algorithms, Complexity analysis, Databases, Data structures, Debugging, Domain name systems, Object-oriented & dynamic programming, RegEx, Web development

Applications: Ableton, Asana, Audacity, Dr. Racket, Eclipse, Figma, IntelliJ, Jupyter, Kontakt, Max/MSP, Pro Tools, Squarespace, Unity, Unreal Engine + Blueprints Visual Scripting, VirtualBox, Visual Studio + VS Code

Other: Application programming interfaces, JSON, Marketing, Media planning, Music composition & production, Music theory, Piano

WORK EXPERIENCE

Scout Studio – *Senior Developer* | Aug 2025-Present | Boston, US

- Building a new website for a client, The Student Kitchen, based on detailed needs alongside a design team.
- Mentoring 2 Junior Developers and guiding them throughout their software learning journey.

Black Soup GmbH – *Software Engineering & Marketing Co-Op/Intern* | Feb 2025-Jun 2025 | Berlin, DE

- Spearheaded organic marketing campaigns for multiple video game titles (*Palia*, *Rooftops & Alleys*, *Memoriapolis*), executing influencer outreach, digital strategy, and media planning to enhance brand visibility and engagement.
- Assisted in communications with client companies (*KRAFTON*, *Radical Theory*, *Singularity 6*).
- Developed and deployed a Google Apps Script to automate media planning processes, improving team efficiency and streamlining campaign preparations.
- Contributed to building the foundation of a centralized campaign database, structuring and migrating historical company data to improve accessibility and reporting.

Johns Hopkins Whiting School of Engineering – *Research Intern* | Sep 2022-May 2023 | Baltimore, US

- Investigated plastic waste conversion methods with Environmental Engineering Professor Wang and graduate student Han Zong.
- Studied upcycling techniques and explored the design of more sustainable plastics.

PROJECTS – *Portfolio & projects can be found on raeyan.org.*

OpenBnB – Nov 2024

- Developed the front-end architecture for a platform connecting disaster evacuees with local hosts.
- Collaborated with a team of four to build a user registration database with Firebase, implemented geolocation for listings, and deployed the platform on Vercel.

Urban Refuge Map – Nov 2024

- Executed an interactive geographic information system (GIS) to display resources for refugees, optimizing for clarity and usability.
- Partnered with a team of four to streamline map integration with Urban Refuge's existing site (urbanrefuge.org) and deployed the solution on Vercel.

Free For Me – Sep 2024-Present

- Worked with a team of four at NU Oasis Software Development to design a website enabling university students in Boston to discover discounts available to them based on their school.
- Scraped data from websites of Boston attractions, shops, schools, and blogs to populate a database in Supabase.

Light 'Em All – Apr 2024

- Engineered a game in which the player must connect all tiles with pipes to light up the entire game board.
- Implemented breadth-first search and Kruskal's algorithm to determine conditions for the completed board and if the player has won.

Garment Genie – Nov 2023-Present

- Programmed a Chrome browser extension that recommends similar clothing items on thredUp.com as alternatives to products on shein.com.
- Parsed source/DOM code from the Shein item page and matched it to similar items on thredUp.

Destroy Dr. Racket – Nov 2023-Dec 2023

- Designed a 3D textured boss model in Unity for a movement first-person shooter game.
- Composed and produced all boss themes.

Sugar Sprint – Oct 2023

- Produced and composed the soundtrack for a 2D platformer game about a girl and her dog in a world of candy.