

Raymond Xu

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Education

Northeastern University

Boston, MA • Expected Graduation: May 2028

Candidate for Bachelor of Science in Computer Engineering & Computer Science, Minor in Mathematics

GPA: 4.0/4.0 | Dean's List

Relevant Coursework: Discrete Structures (accelerated), Intensive Mathematical Reasoning, Fundamentals of Computer Science 1&2 (accelerated), Differential Equations & Linear Algebra, Cornerstone of Engineering 1&2

Clubs: Electric Racing, Asian Student Union

Wayland High School

Wayland, MA • 2020 - 2024

GPA: 3.85/4.0

Honors/Awards: President's Education Awards Program, Four Years of High Honor Roll, AP Scholar with Distinction, Massachusetts Student Achievement Award, Student Sage Scholar Award, National Chinese Honor Society

Leadership: Co-president of Esports Team/Club, Robotics Student Leader

Relevant Coursework: AP Comp Sci A, Stats, Physics C: Mechanics & E&M, Chem, Calc BC

Clubs/Sports: Computer Science, Robotics, Esports, Varsity Sailing, Varsity Nordic Skiing, Soccer, Cross Country

Skills & Interests

Technical: Python, C++, C#, Java, Racket, Git, Web Dev. (React, Next.js, etc), Machine Learning & AI, Data Visualization (d3.js, three.js), Game Dev. (Unity, Godot), 3D-Modeling/CGI (Blender), Graphic Design (Photoshop, Illustrator), Editing/VFX (Premiere, After Effects)

Other: Project Management, Social Media Marketing, Teaching, Coaching

Language: English (native), Mandarin (fluent)

Interests: Running, Soccer, Skiing, Rock Climbing, Traveling, Gaming, Blending ([3D Project Reel](#))

Projects & Experience

Major League Hacking

Boston, MA

Lead Developer

October 2024 – November 2024

- Awarded the "[Interstellar Intelligence](#)" track winner at [BostonHacks 2024](#).
- Developed a simulation using Unity Engine and Machine Learning Agents Toolkit to train AI for space vehicle tasks in diverse environments, reducing live-testing risks.
- Developed deep reinforcement learning models using Python, PyTorch, and Unity for physics simulations.

Hack Club

Boston, MA

Lead Game Developer

May 2023 – June 2023

- Led a team to win 1st place at Hack Club's AngelHacks 3.0, securing the grand prize.
- Coordinated, programmed, and launched a role-playing game using Unity and C#.
- Collaborated with teammates to brainstorm and refine game design and mechanics.

Summer Coding Camp | Self-initiated community event for youth CS/STEM education

Wayland, MA

Teacher

August 2023

- Developed and delivered an introductory programming curriculum for 20+ students in grades 6-8, focusing on fundamental computer science concepts in p5.js
- Researched and applied effective teaching pedagogies to engage students and support varied learning styles.
- Led hands-on coding activities, collaborative exercises, and project-based learning to enhance problem-solving and teamwork skills.

CIS Research Program

Remote

Co-author

May 2023 – November 2023

- Paper Title: Building High-quality Psychology Knowledge Graphs from Text using REBEL.
- Co-authored a research paper on building high-quality psychology knowledge graphs using NLP tools such as BERT, spaCy, and NLTK under guidance of Prof. Patrick Houlihan.
- Evaluated and applied advanced models, including REBEL, to optimize knowledge graph construction.
- Developed and tested an automated system achieving near-optimal results on 20 Wikipedia articles in 8 epochs.
- Improved training efficiency and output quality through pre-training and predictive language models.