

MADDY VAN HULSE

XR DEVELOPER AND DESIGNER

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EXPERIENCE

Booz Allen Hamilton, Boston, MA October 2022 - Present (1.5 years)

XR Developer / Senior Consultant in BrightLabs (R&D division)

- AR and VR application development and prototyping for government clients and internal R&D.
- Developed cross-platform, IoT connected, and networked XR solutions.
- Involved in conceptualizing, designing/architecting, programming, testing, debugging, and demoing XR solutions.
- Mix of solo and team projects.
- Tech Stack: C#, Unity, Figma, HTML, CSS, PHP

Northeastern University (Engineering), Boston, MA November 2020 - November 2022 (2 years)

HoloLens 2 AR (Augmented Reality) Software Developer / Research Assistant

- Developed AR Training Simulation for US Navy Cold Spray machine
- Application Development, User Data Logging, and Debugging in Unity Game Engine
- Design and Development of UX Elements and Interfaces
- Enabling Voice Controlled QnA Bot with Microsoft Azure
- Enabling Multimodal User Interaction with Gaze, Hands, and Voice
- Tech Stack: C#, Unity, MRTK, Azure, Figma, Github, Trello

SimpliSafe, Boston, MA Jan 2020 - June 2020 (6 months)

Mobile Application Development (iOS) Co-op

- Implemented bug fixes, refactored Objective-C Code, and worked on feature development
- Developed iOS Widget for SimpliSafe cameras and contributed to UI Component Library
- Learned Swift with no prior knowledge and gained experience working with a large code base
- Tech Stack: Swift, Objective-C, Jira, Git

PROJECTS

SkeleSlayer: A VR sword-swinging arcade game.

C# | UNITY

CyberRunner 2048: Mixed Reality Final Project

Spring 2022

Sci-Fi VR Game for Meta Quest 2.

C# | UNITY | XR INTERACTION TOOLKIT | PROBUILDER | NAVMESHCOMPONENTS

TerrarIAM: MIT Reality Hack 2022 Grand Finalist + Winner of Best Use of Looking Glass

Created a holographic emotion visualizer using face recognition for the Looking Glass Portrait.

C# | UNITY | DEEPFACE PYTHON FRAMEWORK | READYPLAVERME SDK | ULTRALEAP UNITY PLUGIN

EDUCATION

Northeastern University (University Honors Program), Boston, MA

May 2022

B.S. in Computer Science and Philosophy, cum laude (**GPA:** 3.66)

Relevant Courses: Mixed Reality, Object Oriented Development, Database Design, Algorithms and Data, Game Programming, Fundamentals of Software Engineering, Theory of Computation, Fundamentals of

Computer Science I & II, Management Information Systems, Discrete Mathematics, Logic and Computation, and Adv. Logic.

Honors: Deans List (Spring 2019, Fall 2020, Fall 2021, Spring 2022)

Activities: VR Club, oSTEM, Entrepreneurs Club

TECHNICAL SKILLS

C#, Unity, Java, Swift, MRTK, XR Interaction Toolkit, Figma, Github, Trello, JIRA, HTML, CSS, PHP

INTERESTS

Fitness, Design, VR Gaming, Education, Travel