

MADDY VAN HULSE

XR DEVELOPER AND DESIGNER

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EXPERIENCE

Booz Allen Hamilton, Boston, MA

October 2022 - Present

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

- AR and VR application development, prototyping, and QA testing for clients and internal R&D.
- Develop cross-platform, real-time IoT connected, AI-enabled, and networked XR solutions.
- Involved in conceptualizing, designing/architecting, programming, testing (automated and manual), debugging, porting, delivering, and demoing XR solutions.
- Mix of solo and small-to-large team projects, holding various roles and responsibilities.
- Primary Tech Stack: C#, Unity, Figma, HTML, CSS, PHP, GameDriver, Jira, Confluence

Northeastern University (Engineering), Boston, MA

November 2020 - November 2022

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

- Developed AR Training Simulations for US Navy cold spray machine and general engineering ([video](#)).
- 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, HoloLens 2

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 and Objective-C with minimal prior knowledge and gained experience working in a large code base with multiple developers and a QA team on a continuous-release live application.
- Tech Stack: Swift, Objective-C, Jira, Git

FEATURED PROJECTS

SkeleSlayer

A solo-created VR sword-swinging, monster-slaying fitness arcade game. [Alpha trailer](#). [APK](#).

C# | UNITY

CyberRunner 2048: Mixed Reality Final Project

Spring 2022

Sci-Fi VR Game for Meta Quest 2. [Game trailer](#). [Code walkthrough](#).

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

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, GameDriver, NUnit, Documentation, UI/UX Design and Sketching, QA, Manual and Automated Testing

INTERESTS

Reading, Fitness, Design, Gaming, Education, Travel, Hackathons (3x MIT Reality Hack attendee)