MADDY VAN HULSE

XR DEVELOPER AND DESIGNER

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EXPERIENCE

Booz Allen Hamilton, San Francisco, CA   October 2022 - Present

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

- Lead and contribute to AR/VR solutions for government and internal clients, from prototype to delivery, collaborating across interdisciplinary teams on small to large-scale projects.
- Develop cross-platform, real-time, IoT connected, and AI-enabled XR solutions.
- Own the full pipeline: conceptualization, designing/architecting, programming, modeling, animating, testing (automated and manual), debugging, and delivering.
- Tech and Tools: Unity (C#), Python, GameDriver, HTML/CSS/PHP, Blender, Jira, Confluence

Northeastern University (Engineering Dept.), Boston, MA   November 2020 - November 2022

HoloLens 2 AR Software Developer / Research Assistant

- Developed AR Training Simulations for US Navy using HoloLens 2 with voice, gaze, and hand interaction (video).
- Designed and implemented multimodal user experiences and Q&A chatbot via Microsoft Azure.
- Created intuitive spatial UI/UX interfaces and data logging tools in Unity.
- Tech and Tools: Unity (C#), MRTK, Azure, Figma, GitHub, Trello, HoloLens 2

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

Mobile Application Development (iOS) Co-op

- Refactored Objective-C code, resolved bugs, and contributed new features to a high-traffic iOS app.
- Built an iOS home screen widget and helped expand internal UI component libraries.
- Worked in a collaborative Agile team with QA and release pipelines
- Tech and Tools: Swift, Objective-C, Jira, Git

FEATURED PROJECTS

SkeleSlayer   *January 2024 - Present*

A VR sword-swinging, monster-slaying fitness arcade game. Designed and developed game mechanics, UI, and stat tracking systems. Alpha Trailer. APK. 530+ downloads.

Shadow Dancing - XR Dance Trainer   *May - June 2025*

Real-time body-tracking app that gives pose feedback for dance training. Demoed at AWE 2025.

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.

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, GitHub, Jira, QA, Documentation, Java, Swift, XR Interaction Toolkit, Blender, Probuilder, Figma, GameDriver, UI/UX Design and Sketching, Manual and Automated Testing

INTERESTS

Reading, Fitness & Games, Design, Education, Travel, Volunteering, Hackathons, Cats