

Everett Xu

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OBJECTIVES

I am looking for an internship or research opportunity as a software development engineer where I can contribute to innovative projects while gaining hands-on experience during the summer of 2025.

EXPERIENCE

University of Miami, Virtual Experience Simulation Lab, Coral Gables — VR/AR Developer

September 2023 - present

As a developer of VESL, I create VR programs using Unity Engine and C# to solve real-world problems.

University of Miami, Coral Gables — Teaching Assistant

August 2024 - present

Teaching Assistant for course CSC115 Python Programming for Everyone

University of Miami, Esports, Coral Gables — Moderator

January 2023 - present

As a moderator of UM Esports, I administrate the official Discord channel, organize community events, and schedule games for the teams.

EDUCATION

University of Miami, Coral Gables

August 2023 - May 2027

B.S. in Computer Science - Data Science Track

Relevant courses: Python Programming, Java Programming, Computer Organization and Architecture, Algorithms and Data Structure, System Programming, Theory of Computing, Probability and Statistics, Autonomous Robot

GPA 4.0

PROJECTS

Temikki Gardens

An AR android program created with Unity Engine and C# for hospitalized children. The function includes journaling, character customization, virtual animal feeding, and gardening.

Applied Behavior Program

An AR android program created with Unity Engine, C#, and Vuforia image recognition that automates experiments where children select cards based on the 3D model displayed.

Personal Website

A personal website created with HTML, CSS, and Javascript for my portfolio and personal information.

Other Projects

Please visit the link to my GitHub profile

TECHNICAL SKILLS

Python

Java

C/C++

C#

Javascript

HTML/CSS

Matlab

Git

Tensorflow

LANGUAGES

English

Chinese

Japanese

LINKS

everett.moe

github.com/EverettMay