Raymond Kuang

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Education

University of Southern California | Los Angeles, CA
B.S. Computer Science | Expected May 2030
Minors: Business Finance, Mathematical Data Analytics (planned)
Coursework: Intro to Programming, Discrete Methods in CS, Calculus II for Engineers

Sage Hill School | Newport Beach, CA
June 2026
Graduated with 4.3 GPA (weighted); National Merit Finalist and Scholarship Recipient

Projects

Independent Game Developer | January 2020-Present
- Engineered server-authoritative backend systems in Luau using Roblox's DataStoreService for persistent player data, exploit-resistant purchase processing, and real-time combat/ability systems
- Built and shipped multiple games across Roblox, Unity, and Unreal Engine, reaching 2M+ total plays; designed anti-cheat systems (remote-call throttling, server-side validation) to prevent exploits at scale
- Led a cross-functional team of designers and a 30+ person QA team through full development cycles, from prototyping to public launch

Beacon: AI Emergency-Report Deduplication Prototype | October 2026
LA Dual-Use Hackathon | Finalist, People's Favorite Pitch Award
- Co-built a prototype that merges duplicate civilian reports of one incident into a single structured dispatch ticket and marks conflicting reports for review
- Developed the dispatch dashboard and prototyped LLM-based extraction of location, urgency, and severity from incident reports; helped write and deliver the pitch
- Team stack: React, Tailwind, Node.js, Python, JavaScript

Smart Scheduler App | September 2024-January 2025
- Built an AI-based scheduling app in Dart featuring a schedule generator, timer, and alarm system to help students manage their time
- Integrated the GPT API to generate personalized schedules based on user study habits; collected feedback from 12 users to refine scheduling accuracy

Experience

Independent Game Studio
Founder | May 2025-Present
- Recruited and managed 15+ freelance contractors sourced through online developer communities, negotiating contract terms and production timelines
- Secured funding from independent online investors, structuring revenue-sharing agreements to finance development
- Built and grew an online Roblox community of 15k+ members to drive marketing and player retention, while tracking studio budgets and directing revenue allocation across contractors and reinvestment

Web Security for Seniors | Newport Beach, CA
Volunteer | September 2025-May 2026
- Organized a community outreach project across 5 senior homes, educating roughly 75 residents on online safety practices and common scam prevention

Boys and Girls Clubs | Tustin, CA
Volunteer | June 2025-August 2025
- Led a 10-session summer workshop series teaching foundational coding concepts and 3D object creation in Roblox Studio to 20+ kids

Connected Camps
Volunteer | June 2025-July 2025
- Designed and delivered 3 online classes introducing game design fundamentals to 10 kids, guiding them through building and coding their first games

Codemates | Newport Beach, CA
Volunteer | September 2024-May 2025
- Helped launch a student-led volunteer coding initiative and taught core coding principles and computational thinking to 15 elementary students across 3 sessions

Skills and Interests

Programming Languages: Java, C++, Lua, Dart, Python
Tools & Platforms: Roblox Studio, Unity, Unreal Engine, Git & GitHub, Cloudflare
Other: Backend Development, Concurrent Programming, Security & Anti-Cheat Systems
Interests: Half-marathon running, game design, game jams, fantasy fiction, Greek mythology