Harrison M. Stuart

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Education

Fractal AI Accelerator | New York, New York   Summer 2025
Queen's University | Kingston, Ontario
- Bachelor of Computing (Computer Science)   Spring 2024
- Bachelor of Arts (English Language and Literature)   Fall 2022

Intro

Product-focused software engineer with a humanities education. Recently upended my life in Canada and relocated to NYC to seek ambitious work via the Fractal AI Accelerator program. Looking to develop my capabilities by making significant contributions to a fast-moving startup.

Technical Skills

Programming Languages: Typescript, Python, C, Lua
Frameworks/Libraries: React, Nextjs, Drizzle, Vercel, tRPC, Tailwind

Work Experience

Waive (Kingston, ON and Sudbury, ON)   Dec 2022 - May 2025
Founding Engineer
- Started contributing before the first funding round, brought on as the first hire shortly thereafter.
- Owned the technical evolution of the Automated Task Manager – growing it from a single-clinic pilot to a scalable system used by 35+ medical clinics and 100+ providers, spanning two EMRs and multiple provinces.
- Participated in dozens of customer meetings – provided technical support during sales calls, then personally handled implementation and ongoing support afterward.
- Contributed to product roadmap and company branding.

Service Positions (Misc)   Summers 2018 - 2022
Bank Teller, Barista, Bartender, and Server
- Early experience operating in a customer-facing capacity.
- Met dozens of fascinating people from all walks of life.
- Enjoyed unquantifiable-yet-valuable character growth, then realized I'd rather be working in tech.

Selected Projects

Infinigame (Typescript, React, Nextjs, Drizzle, tRPC, Better-Auth, Vercel AI SDK)
- During my time with the Fractal AI Accelerator, I built Infinigame: a platform for creating, playing, and sharing infinite bite-sized AI-generated roleplaying games.
- Built with Nextjs, persistent chats managed using the Vercel AI SDK and a PostgreSQL database.
- Implemented model tool use for updating UI in response to win/loss conditions.

CHIP-8 Interpreter (C, SDL2)
- After finishing my english degree but before returning to CS, I built a Chip-8 Language interpreter in C as a 'learn to code again' project.
- Implemented full technical specification of the Chip-8 platform, including 36 CPU instructions, 16 registers, 4KB memory, 64x32 display out, realtime sound and delay timers, and CPU fetch/decode/execute routine.
- Managed I/O using SDL2.
- Finally satisfied my 10-year old self, who always wondered what sort of magic made game console emulators possible.