

Eric Seo

913-278-7123 | Ithaca, New York | eys39@cornell.edu

<https://www.linkedin.com/in/eric-seo39/>

Education

Cornell University, College of Engineering, Ithaca, NY
Bachelors of Science, Electrical and Computer Engineering

Expected December 2027
GPA: 3.69/4.00

Relevant Experiences

CUXR (Cornell University eXtended Reality)

January 2025 – Present

Full Team Lead

Ithaca, NY

- Managing team of ~30 members to test multiple projects such as horror games in VR, custom edge detection for use in Meta Glasses, and working haptic feedback systems mapping computer feedback to physical sensations.
- Contributed hands-on engineering work, including C# development in Unity for VR interactions, programming processors with C/C++, and integration of custom hardware with Oculus Quest 2s.
- Introduced a new interview and onboarding process, defining clearer evaluation criteria and streamlining training to improve team quality, member retention, and contribute to team documentation.

Kiewit Power Engineering

May 2025 – August 2025

Power Engineer

Olathe, KS

- Supported multiple projects through the full lifecycle, including commissioning activities and plant closeout for electrical systems.
- Performed circuit design, cable sizing, and voltage drop calculations to ensure systems met electrical codes and project specifications.
- Updated and maintained key electrical documentation including one-line diagrams and schematic to keep records accurate and aligned with field conditions.

Projects

Omnidirectional Treadmill

January 2026 - Present

Cornell XR

- Leading early-stage R&D on omnidirectional VR treadmill.
- Completed teardown analysis and initial harness prototype for controlled user stabilization.
- Oversaw design of a 360° VR locomotion platform and established structural and safety requirements before electrical integration.

DEX (Dextrous Hand)

February 2026

Cornell Makeathon 2026 (Best Hardware Winner)

- Designed DEX, a wearable hand-tracking peripheral for real-time motion sensing and tactile interaction.
- Built the full embedded electronics stack, wiring up dual rotary encoders, a 9-DOF IMU, and a thumb switch to an ESP32 and getting motion data over I²C/SPI.
- Wrote firmware to read calibrated sensor data to a web platform as usable finger-tracking data for rehab and accessibility applications.

VR Olfactory System

February 2025 - May 2025

Cornell XR

- Prototyped an olfactory feedback system that responds to dynamic in-game stimuli and releases scents.
- Designed a custom PCB in KiCad for power distribution and control around an nRF52840 microcontroller, alongside a 3D-printed frame that mounts the device to an Oculus Quest 2.

Skills

Relevant Coursework: Circuits and Circuit Analysis, Digital Logic & Computer Organization, Microelectronics, Embedded Systems, Data Science, Linear Algebra, Differential Equations

Tools: KiCad, Altium, Arduino, LTSpice, C++, C, C#, Python, SystemVerilog, Oscilloscopes