

Vincent Richter

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Objective

My goal is to obtain a position in the field of technology where I can utilize my existing skills while learning additional techniques.

Work Experience

Integrated Inventory Technology, Inc (2024-present) -
Medical Inventory Software.
Software Engineer

Whitnall Helpdesk (2024-present) - Repairing student devices, handling mass device operations, and running operating AV equipment.

Whitnall Athletics (2024) - Operating Daktronics video and audio equipment.

Education

- **University of Wisconsin Milwaukee ECCP - Software Engineering**
2024
- **Whitnall High School, Greenfield, WI**
2022-present
- **UWM College for Kids & Teens - Computer Animation**
2016
- **UWM College for Kids & Teens - Web Page Design**
2017

Activities

- **Milwaukee Sport Club Soccer (2019 - present)**
Volunteered field lining, concessions
- **Whitnall Robotics Club (2020 - present)**
Volunteered
Club President - 2022-present
- **Whitnall Boys Varsity Soccer (2022 - 2024)**
Volunteered
- **Whitnall Boys Varsity Tennis (2023 - 2024)**
- **Whitnall SkillsUSA (2023 - present)**
Silver Medal in 2023 and state in 2024
Gold Medal in 2024
SkillsUSA Officer - 2024

Achievements

- **Varsity Letter (2022)** — Soccer
- **Microsoft Word Certification (2023)** Office 2019
10th place in the state of Wisconsin
- **Microsoft Excel Certification (2023)** Office 2019
5th place in the state of Wisconsin
- **Microsoft PowerPoint Certification (2024)** (Office 2019)

Skills

- Certified with Microsoft Word, Excel, Powerpoint and Outlook
- Proficient in the programming languages: TypeScript, JavaScript, C++, C, Java, Python, PHP, HTML, CSS, SASS, C#, Visual Basic, SQL, and Svelte.
- Demonstrated ability to work effectively and independently, as well as contribute to teams

References

References: Available upon request.

Projects

Bookshare (2016) - Website service for book reviews. Written in PHP, hosted on Apache, and a MySQL database.

Shadow Engine (2020) - 3D rendering engine suite written in C++.

Horde (2023) - Ninja compatible build system written in TypeScript using the Deno runtime. Primarily built for compiling Shadow Engine, but is versatile.

Pluto OS (2023) - Custom immutable Linux distribution, optimized for laptop workstations, and atomically updates using RAUC.

Skittles (2021) - Custom i386 kernel written in x86 assembly and C.

Chunker (2022) - File compression, archiving, and streaming to organize many large files of various sizes into "chunks," written in C++.

AXE Audio (2024) - Digital Audio Workstation.

GitHub Account

GitHub.com/77Z