Evan Richter

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EDUCATION

University of Illinois at Urbana - Champaign Bachelor of Science, Computer Science - Minor, Art and Design

August 2013-May 2017

GPA: 3.25

Awards: Dean's List, James Scholar

Relevant Coursework: Data Structures, Algorithms and Models of Computation, Databases, Data Mining, Computer Graphics, Virtual Reality, Numerical Methods, Social Visualization, Systems Programming, Computer Architecture

SKILLS

Programming Languages: Java, JavaScript, Python, C, C++, MySQL

Markup Languages: HTML, CSS, XML

Technologies/Frameworks: Git, Unix, Angular 2, D3.js, Android, JQuery, Docker, InfluxDB, Bootstrap, Flask

EXPERIENCE

Vodori - Software Development Intern

May 2016 – August 2016, Chicago, Illinois

- · Worked on core product team alongside 6 engineers and CTO to prepare for major product release
- · Built an administration application in Angular 2 and Node.js to allow 25 Vodori engineers and all external client developers to access product platform via a secure API
- · Created a real-time API performance dashboard using InfluxDB and Grafana to monitor endpoint response speeds and allow core product engineering team to better understand and demonstrate product performance and capabilities

Guirronet Research Group - Research Laboratory Assistant

May 2015 – May 2016, Urbana-Champaign, Illinois

- · Developed LabVIEW program to automate and collect data from chemical engineering laboratory machines
- · Designed intuitive UI to streamline laboratory work and increase productivity of process for 20 member research group

The Dow Chemical Company - Web Development Intern

June 2015 – August 2015, Urbana-Champaign, Illinois

- · Rebuilt internal application with a responsive front end and enhanced experience for over 100 chemical engineers
- · Independently developed and designed new implementation, utilizing KnockoutJS and Durandal to build a clean and fluid MVVM architecture

John Deere - Android Development Intern

April 2014 - August 2014, Urbana-Champaign, Illinois

- · Created an Android app with now over 10,000 active users that improves users' experience John Deere's Android ecosystem
- \cdot Led development of an Android app that uses computer vision to add significant value to a major product line
- · Presented computer vision app to members of John Deere's executive board to demonstrate technological possibilities

PROIECTS

FriendFlow - Web Application

April 2016, Urbana-Champaign, Illinois

- · Designed visualization in D3.js to graph Facebook friendships over time based on in-depth analysis of users' messaging data
- · Modeled interpersonal tie strength and rate of change of tie strength in visually appealing, fun, and understandable manner

Receipt Reducer - Web and Mobile Application

February - May 2015, Urbana-Champaign, Illinois

- · Built Android app and web app to track users' spending, purchasing habits, and reduce need for paper receipts
- · Implemented automatic price comparison using product database built from users' input and an online store web scraper

Audio Visualizer - Android Application

January – March 2014, Urbana-Champaign, Illinois

- · Developed independently with over 40,000 downloads on the Google Play Store
- · Models aesthetically pleasing and reactive waveforms by interpreting audio frequency output of an Android device

LEADERSHIP and ORGANIZATIONS

Web Director - Pizza FM

September 2014 – Present

· Designed, built, and administrated website and Android application for student-run radio station with over 2,000 listeners

President - Potted Meat Sketch Comedy

May 2016- Present

 \cdot Writing and directing sketches for semesterly show, creating online videos, running meetings, recruiting and training new members

Public Relations Chair, Historian - Theta Tau Professional Engineering Fraternity

May 2015- Present

- · Improved chapter presence on campus by creating apparel designs, pamphlets, posters, online media, and videos
- · Documenting and photographing chapter events, increasing online presence, and maintaining chapter roll with nationals