

# Richard Todd Schindler

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## EDUCATION

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### University of Washington

Sep. 2019 - Present

*Bachelor of Computer Science*

*Seattle, WA*

- Relevant Coursework: CSE 457 (Computer Graphics), CSE 493V (VR Systems), CSE 473 (Introduction to Artificial Intelligence), CSE 403 (Software Engineering), CSE 484 (Computer Security), CSE 332 (Data Structures and Parallelism), CSE 333 (Systems Programming), CSE 455 (Computer Vision), CSE 341 (Programming Languages), ENGR 231 (Intro To Technical Communication)
- On the Winter/Spring 2020, and Spring 2021, Autumn 2022, and Winter 2023 Dean's List.

## QUALIFICATIONS

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- Five years of experience with object-oriented programming in Java and C#.
- Low-level programming knowledge in C and C++ and developing neural networks in said languages.
- Created a website with HTML, Javascript, and CSS and hosted it on university servers.
- Familiarity with game engines like Unity, Unreal, and Godot.
- Proficient in functional programming languages OCaml and Racket.
- Technical writing; Engineering Group Work, Professional Write Ups, Presenting, Compiling Research.
- Interested in all aspects of game development like animation, music, texturing, and coding.
- Trained in interpersonal communications on a personal and professional level in university.

## PROJECTS

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### Battle Arena (<https://github.com/JimmyC7834/U.stick-battle-arena>)

Jan. 2023 - Mar. 2023

- Worked on a team of 6 to develop a complete 2D platformer fighting game.
- Learned proper version control, CI, unit testing, and the unique difficulties of game design.

### Trippy-fy Videos (<https://homes.cs.washington.edu/~rts2312/VisionFinal.html>)

Jan. 2023 - Mar. 2023

- Uses advanced image processing and a neural network to identify objects in a video and run the background through a neural network backwards, granting trippy results to selected areas of the video.

## EXPERIENCES

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### Game Development Club

Oct. 2021 - Present

*Member*

*Seattle, WA*

- Involved member of the community, developing games in the Unity and Godot engine using C#.
- Work in teams to develop games and present them to peers with strict deadlines and theme restrictions.
- Learn new skills in animation, coding, and game design.

### Washington State Academic RedShirt (STARS) program

Sep. 2019 - Jun. 2021

*Cohort 7 Scholar*

*Seattle, WA*

- Selected as one of thirty students to participate in the two-year competitive engineering skill enrichment program for students from underserved high schools in Washington state.
- Encouraged growth of engineering fundamentals, critical thinking skills, and carefully crafted approaches to engineering problems in order to strive in university and industry.