



Kai Richardson

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Experienced and dynamic developer with a track record of creating high-impact solutions to problems.
Open-source contributor & project maintainer who leads large projects from start to finish.
Demonstrated wide breadth and depth of skills that add value in software development and DevOps.

education.

University of Portland, Portland OR
B.S. in Computer Science – Minor in Environmental Science

May 2022
GPA 3.5

skills.

Languages: C#/.NET, Rust, React/Svelte/JavaScript/TypeScript, C, ASM, Spanish

Tools: GitHub, REST API Design, Kubernetes, Docker, Linux/WSL, Azure Cloud, Azure DevOps

experience.

Software Engineer (Full-Stack), Trimble Inc., Portland OR May 2022 – Present

- Working to help Trimble Viewpoint connect and scale via robust integration offerings with external and internal services.
- Primarily working on robust APIs and integrations w/ C# .NET, DevOps on Azure & GitHub, and front-end via React.

FOSS Maintainer & Lead, Space Station 13 (Volunteer), Remote Dec. 2016 – Present

- Manage an online game community with over 400k unique players per year, and ~250 Pull Requests/month. Ease developer onboarding for our open-source game.
- Improve our CI/CD involving a Node.JS watchdog, Docker, and GitHub Actions – ran on Debian.
- Collaborate with my team on game direction, features, and on cross-organization projects.
- Building a replacement game engine, compiler, server, and client in C# as a collaborative project.

DevOps Intern, Trimble Inc., Portland OR Summer 2020 & 2021

- Developed New Relic synthetic analytic monitoring flows for SSL certificate expirations and other Kubernetes concerns like version upgrade management and detection.
- Upgraded to Azure DevOps YAML deployments and created an infrastructure alerting pipeline.
- Scripted auto-renewal of Azure application gateway certificates and created a PoC of repeatable infrastructure deployments using Terraform for multiple micro-services.

projects.

Senior Capstone Project – C# Email Integration

- Led on a team of 5 to integrate a REST mail/event API into a company's C# CRM platform.

Software Engineering Class Project – React Native App

- Spearheaded dev of an Expo/React Native app for job management for an external customer.

Frontend Development with React & Svelte

- Maintains a robust UI framework utilizing Inferno (React), personal blog & website in Svelte

Open Source on GitHub

- Maintains community Apps/Actions and manages multiple repositories/organizations.

Low-Level Systems Programming

- Created a Rust serial-driven BusyBox command agent for a web WASM REPL project.

References available upon request.