Kai Richardson

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github.com/ZeWaka (Personal) | github.com/Kai-Richardson (School)

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 — May 2022
B.S. in Computer Science – Minor in Environmental Science — GPA 3.5

skills.

Languages: C#/.NET, Rust, React/JavaScript, C, Java, ASM, Python, Spanish
Tools: GitHub, Git, Kubernetes, Docker, Linux/WSL, IntelliJ, Azure, Azure DevOps, REST

experience.

Head Developer & DevOps Engineer, *Space Station 13*, 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.

Software Engineering Intern, *Viewpoint/Trimble*, Portland OR — Summer 2020 & Summer 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 deployment pipelines for services and created an alerting pipeline to display infrastructure alerts to communicate clearly and concisely to the team.
- Scripted auto-renewal of Azure application gateway certificates and created a PoC of repeatable infrastructure deployments using Terraform for multiple micro-services.

Pilot Space Assistant, *University of Portland*, Portland OR — Sept. 2019 – Present
- Lead a team of four to assist students with interdisciplinary projects in our Maker Space.
- Develop educational materials for the space and safely oversee operation.

projects.

Senior Capstone Project – C# Email Integration
- Working 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
- Maintains a robust UI framework utilizing Inferno *(React)*; Uses React for misc. personal projects.

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.