# NATHANIEL RICHARDS

### **Software Engineer**

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### **PROJECTS**

### Bootcamp-UI

% https://www.npmjs.com/package/bootcamp-ui

As a Team Leader, to help the students I managed, I created a UI component library for new students to quickly create UI prototypes.

• Technologies: Styled Components, Styleguidist, CSS, React

### QuickNote

% https://quick-note.vercel.app/

QuickNote is a quick and easy solution to the many note-taking applications you are currently signed up for. Here you just need to sign up, log in, and start creating simple notes to display on your board.

- Backend Stack: Bcrypt, JWT, Express, MongoDB, Mongoose
- Frontend Stack: React, MaterialUI, Redux

### **EXPERIENCE**

### Team Leader

### **Lambda School**

Full Stack Development Boot-camp

• Led a team of students in after-hour instruction, guidance, homework, and project management.

## OTHER ACTIVITIES

### Volunteer

#### **Red Cross**

## 2'nd Place - Game Development

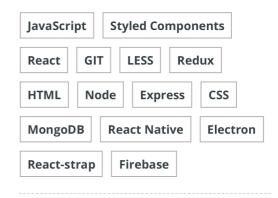
#### **SkillsUSA**

**2016 - 2017** 

Managed a team of artists and sound designers to create a game in Unreal Engine. We won 1'st in regionals and 2nd in state. I learned to script the game, design models, animate, and texture just to support our team. The game was featured on the news and we sold it on Itch.io

## **TOOLBOX**

### **TECHNOLOGIES**



### **POWER SKILLS**



## **EDUCATION**

## Fullstack Web Development

#### **Lambda School**

m 01/2020 - Ongoing **♀** Remote

• A Full Stack web development bootcamp teaching front-end, back-end, computer science, algorithms and data structures.

## Computer Science

#### **YVTECH**

**1** 09/2016 - 08/2018 Yakima, Washington

• A STEM program during high school. Education about programming robots and more with C++.