

NATHANIEL RICHARDS

Software Engineer

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🌐 <https://nathanielrichards.dev>

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

📅 Ongoing 📍 Remote

Full Stack Development Boot-camp

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

OTHER ACTIVITIES

Volunteer

Red Cross

📅 07/2016 - Ongoing 📍 United States

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

JavaScript

Styled Components

React

GIT

LESS

Redux

HTML

Node

Express

CSS

MongoDB

React Native

Electron

React-strap

Firebase

POWER SKILLS

Problem solving

Creativity

Critical thinking

Teamwork

Presentation / Public speaking

Time management

Agile

Leader

EDUCATION

Fullstack Web Development

Lambda School

📅 01/2020 - Ongoing 📍 Remote

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

Computer Science

YVTECH

📅 09/2016 - 08/2018 📍 Yakima, Washington

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