

# NATHANIEL RICHARDS

Software Engineer

231-215-4678

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## LINKS

<https://nathanielrichards.dev/>, <https://github.com/NateTheDev1>

## EMPLOYMENT HISTORY

- ❖ **Forklift Driver, Meijer** ..... Dec 2018 — Jul 2020  
Fruitport
  - ❖ **Team Lead, Lambda School** ..... Jun 2020 — Present  
Remote
- Led a team of students in after-hour instruction, guidance, homework, and project management.

## EDUCATION

- ❖ **Lambda School** ..... Jan 2020 — Present  
*Full-Stack Web Development*  
Remote  
A Full-Stack web development school teaching front end, back-end, computer science, algorithms, and data structures.
- ❖ **YV-TECH** ..... Sep 2016 — Aug 2018  
*Computer Science*  
Yakima  
A STEM program during high school. Education about programming robots, games, and more using C++.

## SKILLS

JavaScript .....	Redux .....
React .....	LESS .....
Node .....	HTML .....
Git .....	CSS .....
SQLite3 .....	Public Speaker .....
PostgreSQL .....	Project Manager .....
Express .....	Leader .....
MongoDB .....	GraphQL .....
Firebase .....	Typescript .....

## EXTRA-CURRICULAR ACTIVITIES

- ❖ **Volunteer** ..... Jul 2016 — Present  
*Red Cross*
- ❖ **2'nd Place Game Development** ..... Jan 2016 — Jan 2017  
*SkillsUSA*  
Washington State

Managed a team of artists and sound designers to create a game in Unreal Engine. We won 1'st in regionals and 2'nd in the 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