NATHANIEL RICHARDS

Software Engineer

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

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