

Logan Richardson

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EDUCATION

GROVE CITY COLLEGE | BS COMPUTER SCIENCE - AI & ML, ENGLISH (MINORS) Grove City, PA | 2020 - 2024

GPA: 3.60 - Relevant coursework: Data Structures and Algorithms, Database Management Systems, Java 1 and 2, Operating Systems, Software Engineering, Parallel Programming, Web Programming, Machine Learning, Artificial Intelligence, Data Communication and Networking, Computer Architecture, Automata Theory, 2D Game Design and Development, Android Programming, Senior Project, Theory of Algorithms

WORK EXPERIENCE

DIGITELL INC. | SOFTWARE DEVELOPER

Aug 2021 – Feb 2022

- Created functional tests in JavaScript with Jest and Puppeteer and automated workflows with GitHub Actions to enhance company's Agile development platform.
- Implemented automated code quality tests in YAML.

DIGITELL INC. | INTERN

Jun 2019 – Aug 2021

- Gained experience with Agile software development.
- Created unit tests for Laravel web app with PHPUnit.
- Improved accessibility of company's software and web pages to meet W3C standards.

DEERFOOT LODGE | COUNSELOR, TRIP GUIDE, RIFLERY INSTRUCTOR

Jun 2023 – Aug 2023

SKILLS

PROGRAMMING LANGUAGES

Python, Java, JavaScript, HTML, CSS, SQL, Kotlin, C#, PHP, Bash

TOOLS

Agile, GitHub, Linux, Docker, Unity, WSL, Spring Boot, Jira, Figma

LIBRARIES AND FRAMEWORKS

Flask, Spring Boot, React, Laravel, JavaFX, Jest, JUnit, SQLite, PHPUnit, OpenMP

PROJECTS

CLASSMASTER | JAVA, SPRING BOOT, JAVASCRIPT, HTML&CSS github.com/ReviewEdge/ClassMaster

Led an Agile team through their first full-stack web development project, building an efficient class scheduling app. Spearheaded the UI/UX design process, orchestrated key tech stack decisions, and served as the Git master. Successfully integrated multiple programming languages, tools, and frameworks to create a cohesive web application. Maintained team focus and motivation to ensure on-time project completion.

SPACE-BREAK | C#, UNITY

github.com/ReviewEdge/space-dungeon

Led a cross-functional team in the development of a multi-level, story-based adventure game, leveraging Unity and C#. We implemented custom shooting mechanics, graphic design, and animations. Additionally, I assumed the role of Git master, managing version control.

OUCH | PYTHON, SQLITE, LINUX

github.com/ReviewEdge/ouch

An interactive Telegram bot that tracks your spending habits. A personal project.

AWARDS

GROVE CITY COLLEGE TRUSTEE SCHOLAR 2020-2024

Recipient of prestigious scholarship recognizing exceptional leadership abilities, cultural acumen, entrepreneurial drive, and outstanding academic achievements.

SUE CORBETT MOORE STUDY ABROAD AWARD 2022

Spent four months studying abroad and aiding Ukrainian refugees in Cluj-Napoca, Romania.

SOCIAL IMPACT PRIZE ELEVATOR PITCH COMPETITION | NOV 2021

Won the Social Impact prize for the development and presentation of a non-profit concept, CodePurpose.