Richard F. Durkee

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EDUCATION

Brown University, *A.B. Computer Science*, 3.6/4.0 GPA   Providence, RI | Expected Graduation Dec 2025
Relevant Courses: Distributed Systems, Software Security and Exploitation, UI and UX Design, Programming Languages, Software Engineering, Integrated Introduction to Computer Science, Probability and Statistics, Multivariable Calculus, Honors Linear Algebra
Awards: First Place with Distinction at NH FBLA Coding Event, Superior Award at St. Paul's Advanced Studies Program in Artificial Intelligence, National Silver Medal in Scholastic Writing Competition, National Merit Scholarship Finalist

SOFTWARE ENGINEERING EXPERIENCE

Crown Castle, *Software Engineering Intern*   Remote | June 2024 – August 2024

Fidelity Investments, *Software Engineering Intern*   Merrimack, NH | June 2022 – August 2022
- Developed a dashboard for monitoring the health of internal services used to track and verify the compliance of trades using Angular, Spring Boot, and Java
- Implemented a polling of services using HTTP requests that allow for the compliance team to monitor the deployment of individual services in different test environments

Fidelity Investments, *Software Engineering Intern*   Remote | June 2021 – August 2021
- Designed an internal application that allowed funds and assets to be gated or charged a fee in the case of emergency situations
- Created a dashboard for compliance team members to quickly determine which funds are available for trading and the group of compliance standards each fund fell under
- Tested the application to 100% unit test and branch coverage
- Led a team effort with two other interns to ensure that the front-end of the dashboard was accessible and able to be visually processed quickly

CUSTOMER SERVICE EXPERIENCE

Brown CareerLAB, *Peer Career Advisor*   Providence, RI | September 2021 – January 2022
- Assisted ~15 undergraduate and master students with resume and cover letter editing per week
- Attended weekly meetings and training sessions for learning career advising lessons

Pizza Pie, *Delivery Driver*   Keene, NH | June 2015 – January 2020

PERSONAL PROJECTS

SpotHouse, *CS0320 - Software Engineering*   Providence, RI | April 2021 – May 2021
- Built a web application that allows users to join public or private Spotify listening sessions, suggest songs, and vote on the order of songs playing
- Designed an ELO system algorithm to weight user votes and reduce malicious voting and suggesting, implemented websockets as well as an alternative long polling solution in Java, and worked with the Spotify API in React
- Deployed the containerized application as a Docker image to Heroku

Maps, *CS0320 - Software Engineering*   Providence, RI | April 2021 – May 2021
- Built a rudimentary clone of a GPS software backend in Java that uses Djikstra's algorithm to sort the edges of a directed graph and output the shortest route to the destination
- Wrote a graphic display of the map of Providence to scale in Javascript and CSS that cached previously loaded segments of the map
- Displayed the highlighted route to the user and gave information about the total distance that was to be traveled

Hunt The Wumpus, *Independent Study*   Keene, NH | September 2018 – December 2018
- Recreated a 1973 text-based, grid adventure game in C++ and designed a recursive search tree algorithm with heuristics to win the game 94% of the time in an average of 4 turns
- Implemented various solving strategies so that over 10,000 simulations could be run in less than a minute

SKILLS & INTERESTS

Software: Typescript, JavaScript, Swift, Node/Node.js, Angular, React, Java, Python, C, C++, HTML, CSS, SQL, Docker, AWS, Scala
Lab Skills: Soldering Through-Hole Components, Desoldering, iPhone Display Repairs
Interests: Music Production and Audio Recording, Streaming, Electronics Repair, Guitar, Running