Richard Bourret

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Education

University Of Central Florida

Bachelors of Science in Computer Science

- GPA: 3.75
- Relevant Courses: Intro to C programming, Object Oriented Programming, Computer Science 1, Computer Science 2, Systems Software, Computer Logic & Organization

Projects

Discord Chatbot(Node.js)

- Developed and maintained a robust Discord chatbot using Node.JS.
- Integrated third-party API to expand chatbot capabilities, incorporates one of OpenAi's latest models gpt-4o-mini

Retro Snake Game(HTML/CSS/JavaScript)

- Designed and developed an interactive Snake game using HTML, CSS, and JavaScript.
- Implemented game mechanics including snake movement, food generation, and collision detection to ensure a smooth gaming experience.

Pong game clone(C++, raylib)

- Developed a classic Pong game clone using C++ and the Raylib library for graphics and input handling.
- Implemented core game mechanics such as paddle movement, ball physics, and collision detection to replicate the original Pong gameplay.

Portfolio Website(HTML/CSS/JavaScript) - rickybourret.com

Skills

Languages: Python, C, C++, Java, HTML/CSS, JavaScript

Frameworks: React, Node.js

Microsoft certifications: Proficient in Excel, Word, and Powerpoint.

Clubs

Hack@UCF - UCF's Cyber Defense Club.

- Actively participated in a cyber defense club, gaining hands-on experience in cybersecurity principles and practices.

Work Experience

Panera Bread - Team Lead (2021-2022)

- Improved communication and teamwork skills
- Gain ability to multitask and work well under pressure