

Shaun Richter

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EDUCATION

University of Iowa

M.S. in Electrical and Computer Engineering

January 2025 - December 2025

GPA: 3.95

University of Iowa

Honors B.S.E. in Computer Science and Engineering w/ Highest Distinction

August 2021 - December 2024

GPA 4.06

- **Coursework:** Algorithms, Data Structures, Embedded Systems, High-Performance Computer Architecture
- **Extracurriculars:** Association for Computing Machinery, HawkTrade, AWEA, Intramurals

TECHNICAL SKILLS

Languages: C++, Java, Python, Ruby, JavaScript, MATLAB, C#

Frameworks & Libraries: React, Django, PyTorch, Node.js, Rails

Other: Git, Subversion, AWS, Terraform, Unity, Linux, Docker, CI/CD, Jira, Jama, REST API, TDD/BDD

WORK EXPERIENCE

Software Engineer Intern

Collins Aerospace

May 2023 - Present

Cedar Rapids, IA

- Developed embedded C++ software for aircraft-to-ground communication systems
- Wrote and maintained software tests to ensure system reliability and performance
- Authored and refined software requirements, contributing to clear and actionable development plans
- Led scrum meetings as a scrum master, ensuring efficient sprint progress and timely delivery of features

Teaching Assistant

University of Iowa

August 2022 - May 2023

Iowa City, IA

- TA'd for the Computers in Engineering course with Dr. Gary Christensen and Dr. Yu-Jung Chu
- TA'd for the Introduction to Engineering Computing course with Dr. Justin Garvin and Dr. Mona Garvin
- Supported students through office hours, graded coursework, and taught advanced C++ in class and discussions

Cashier/Stocker

Walmart

Spring 2022 – Summer 2023

Temecula, CA

- Led as head cashier, managing register operations and training staff to maintain efficient workflows

PROJECTS

Streamline Bar App | *React, Django, Flutter, AWS, Scrum, Jira*

- Built a full-stack restaurant and bar management system with a React frontend, Django backend, and Flutter mobile app.
- Implemented mobile ordering, role-based user access, real-time order tracking, and analytics using AWS and RESTful APIs.

Summit Slope | *C#, Unity*

- Developed a medieval VR game for Meta Quest 2 where players run uphill, dodging obstacles and collecting power-ups
- Implemented stick-based movement controls, dynamic difficulty modes, and a real-time scoreboard to track fastest times and high scores

LEADERSHIP

Scrum Master

Collins Aerospace, University Of Iowa

- Led sprint planning and stand-ups during, coordinating tasks across the team and ensuring timely delivery of embedded systems features

Head Frontend Worker

Walmart, The Home Depot

- Managed customer-facing operations, trained new cashiers, and collaborated with HR and overnight teams to ensure smooth and efficient store operations