

# Shaun Richter

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## EDUCATION

<b>University of Iowa</b> <i>M.S. in Electrical and Computer Engineering</i>	January 2025 - December 2025 <i>GPA: 4.00</i>
<b>University of Iowa</b> <i>Honors B.S.E. in Computer Science and Engineering w/ Highest Distinction</i>	August 2021 - December 2024 <i>GPA 4.06</i>
<ul style="list-style-type: none"><li>• <b>Coursework:</b> Algorithms, Data Structures, Embedded Systems, High-Performance Computer Architecture</li><li>• <b>Extracurriculars:</b> Association for Computing Machinery, HawkTrade, AWEA, Intramurals</li></ul>	

## 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

<b>Software Engineer Intern</b> <i>Collins Aerospace</i>	May 2023 - Present <i>Cedar Rapids, IA</i>
<ul style="list-style-type: none"><li>• Developed embedded C++ software for aircraft-to-ground communication systems</li><li>• Wrote and maintained software tests to ensure system reliability and performance</li><li>• Authored and refined software requirements, contributing to clear and actionable development plans</li><li>• Led scrum meetings as a scrum master, ensuring efficient sprint progress and timely delivery of features</li></ul>	
<b>Teaching Assistant</b> <i>University of Iowa</i>	August 2022 - May 2023 <i>Iowa City, IA</i>
<ul style="list-style-type: none"><li>• TA'd for the Computers in Engineering course with Dr. Gary Christensen and Dr. Yu-Jung Chu</li><li>• TA'd for the Introduction to Engineering Computing course with Dr. Justin Garvin and Dr. Mona Garvin</li><li>• Supported students through office hours, graded coursework, and taught advanced C++ in class and discussions</li></ul>	
<b>Cashier/Stocker</b> <i>Walmart</i>	Spring 2022 – Summer 2023 <i>Temecula, CA</i>
<ul style="list-style-type: none"><li>• Led as head cashier, managing register operations and training staff to maintain efficient workflows</li></ul>	

## PROJECTS

<b>Streamline Bar App</b>   <i>React, Django, Flutter, AWS, Scrum, Jira</i>
<ul style="list-style-type: none"><li>• Built a full-stack restaurant and bar management system with a React frontend, Django backend, and Flutter mobile app.</li><li>• Implemented mobile ordering, role-based user access, real-time order tracking, and analytics using AWS and RESTful APIs.</li></ul>
<b>Summit Slope</b>   <i>C#, Unity</i>
<ul style="list-style-type: none"><li>• Developed a medieval VR game for Meta Quest 2 where players run uphill, dodging obstacles and collecting power-ups</li><li>• Implemented stick-based movement controls, dynamic difficulty modes, and a real-time scoreboard to track fastest times and high scores</li></ul>

## LEADERSHIP

<b>Scrum Master</b> <i>Collins Aerospace, University Of Iowa</i>
<ul style="list-style-type: none"><li>• Led sprint planning and stand-ups during, coordinating tasks across the team and ensuring timely delivery of embedded systems features</li></ul>
<b>Head Frontend Worker</b> <i>Walmart, The Home Depot</i>
<ul style="list-style-type: none"><li>• Managed customer-facing operations, trained new cashiers, and collaborated with HR and overnight teams to ensure smooth and efficient store operations</li></ul>