

WILL RICHARDSON

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About Me

Recently graduated from the University of Wisconsin - Madison with a BS in Computer Science and a minor in Mathematics. Seeking a full-time position with a value-driven company who I can both contribute to and learn from on a daily basis.

Work Experience

Software Engineer Intern 05/2018 – 08/2018

Optum, Eden Prairie, Minnesota

- Learned Agile workflow by working on a team of interns using CA Agile Central for task organization
- Built two web apps that streamlined communication between analysts and software engineers
- Developed the apps using full-stack web development technology, utilizing React.js, Materialize, Webpack, and Babel for the front end. The backend consisted of Java Spring Boot and a MySQL
- Worked with Gherkin, Cucumber, and Selenium to build automated tests
- Helped setup a Jenkins pipeline, abiding by the principles of continuous integration, continuous testing, and continuous deployment (CI/CT/CD) practices
- Dockerized production-level apps and deployed them to the OpenShift Container Application Platform

Software Engineer Intern 05/2017 – 08/2017

Starkey Hearing Technologies, Eden Prairie, Minnesota

- Developed a piece of software that stored test meta data and documentation into a database using C# and the .NET Framework
- Helped design a 10+ table schema in order to store the parsed meta data
- Worked with another intern to build a full-stack web app to display and organize the information stored in the database. The frontend was built with Angular4, while the backend consisted of ASP.NET Core and Microsoft SQL Server

Seasonal Guest Services Shift Leader 12/2012 – 03/2017

Three Rivers Park District, Maple Grove, Minnesota

- Trained and supervised guest service employees at park facilities
- Responsible for daily and weekly inventory control
- Responsible for daily oversight, management, and accounting of revenue

Education

Computer Science major / Math minor 09/2015 – 05/2019

University of Wisconsin - Madison

GPA 3.6/4.0

Clubs:

- Intramural Volleyball
- Smash Bros Club
- UPL (Undergraduate Project Lab)

Skills

Languages

Javascript	<div><div></div></div>
C#	<div><div></div></div>
Java	<div><div></div></div>
HTML/CSS	<div><div></div></div>
SQL	<div><div></div></div>
C++	<div><div></div></div>
C	<div><div></div></div>
Haskell	<div><div></div></div>
Python	<div><div></div></div>
Rust	<div><div></div></div>

Technologies

React.js	<div><div></div></div>
Webpack	<div><div></div></div>
npm	<div><div></div></div>
.NET Framework	<div><div></div></div>
Git	<div><div></div></div>
MySQL	<div><div></div></div>
MS SQL Server	<div><div></div></div>
Node.js	<div><div></div></div>
Docker	<div><div></div></div>
Jenkins	<div><div></div></div>