Byron Richards

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EDUCATION

University of Virginia

B.A in Computer Science Graduated 2024

WORK

Software Engineer

IT Concepts — Sep 2023 - Present

- Develop a data lake to aggregate data from multiple APIs (Unanet, Salesforce, Workable, SharePoint, UKG), enabling comprehensive analysis of business performance.
- Build APIs that leverage the data lake to create dynamic Tableau dashboards, delivering data-driven insights on government contract KPIs to C-suite stakeholders.
- Present project updates and data insights to C-suite stakeholders, ensuring clear communication of results.

Software Engineering Instructor

Forge — Aug 2022 - June 2024

- Taught web development for three consecutive semesters and led two internship programs.
- Designed and instructed 3-week, full-day summer training on Git, React, Express.js, NoSQL databases, and APIs.
- Conducted interviews and reviewed applications for internship program selection.

Software Engineer

Forge — Sep 2023 - Feb 2024

- Built full-stack platform with Next.js, TypeScript, and Airtable to connect students and employers.
- Worked in Agile teams, managing tasks via Trello and contributing to code reviews.

Software Engineering Intern

IT Concepts — June 2023 - Aug 2023

- Developed customer-facing React Native mobile app for internal communication and news updates.
- Built scalable backend systems using AWS Lambda, S3, API Gateway, and DynamoDB.
- Created secure office sign-in website with facial recognition capabilities using TensorFlow.

Computer Systems TA

University of Virginia — Jan 2023 - May 2023

- Supported 500+ students in understanding data representation from binary to C programming.
- Led discussions on security, legal, and ethical computing issues.
- Provided technical support during office hours and assignment reviews.

SKILLS

Java, JavaScript, TypeScript, Python, C, SQL, R, React, React Native, Next.js, Express.js, AWS, Docker, Tailwind, Microsoft API, Airtable, Git, Tableau