

# Richard Wu

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## EDUCATION

University at Buffalo | Buffalo, NY

August 2018 - May 2022

- Bachelor of Science, Computer Science
- **Coursework:** Data Structures, Applied Human Computer Interaction and Interface Design, Algorithm Analysis and Design, Software Engineering

## PROJECTS

**Feed the Cats** | [React](#), [TypeScript](#), [Sass](#) | [GitHub](#)

May 2023 - Present

*Fast-paced browser game that involves accurately preparing and delivering dishes to feline patrons*

- Wrote the game's logic in React and TypeScript to efficiently update components and assets, optimizing overall responsiveness and fluidity of gameplay loop
- Configured random sequence and position generation along with a retentive scoring system to increase player engagement
- Incorporated minimalist interface with animations to provide visual feedback and readability
- Leveraged the benefits of TypeScript's static typing to allow for smooth integration with React, improving code reliability and maintainability

**Collaj** | [MongoDB](#), [Express](#), [React](#), [NodeJS](#), [Render](#), [JavaScript](#) | [GitHub](#)

Sep 2022 - Nov 2022

*MERN-based web application of a responsive art gallery that sorts entries by hue*

- Built and deployed REST API using Express and NodeJS to perform CRUD operations with MongoDB
- Developed encrypted authentication system with JWT and BCrypt for persistent user sessions
- Utilized Puppeteer to scrape relevant artwork data (including image link, project title, and artist name) from URL submissions
- Integrated an automated test suite with Mocha and Chai to verify behavior and performance

**Food for Thought** | [Swagger](#), [React](#), [JavaScript](#) | [GitHub](#)

Feb 2021 - May 2021

*Recipe sharing social media platform with a tag-based recommendation system*

- Designed wireframe with interactive flows using Figma to streamline production time by a week
- Spearheaded implementation of features (including profile picture, onboarding process, and profile navigation) to enhance user experience and usability
- Composed and reviewed user stories, acceptance tests, and task tests to ensure code quality
- Conducted usability tests and highlighted design decisions with accessibility principles in mind

**Virtual Desktop** | [MongoDB](#), [Express](#), [React](#), [NodeJS](#), [Heroku](#), [JavaScript](#) | [GitHub](#)

Sep 2020 - Dec 2020

*Dashboard of virtual tools and services to help users maximize their productivity*

- Devised and punctually delivered features for weekly project meetings alongside a team of four following the Scrum technique
- Co-lead front-end development of application with React and prototyped user interface
- Produced a series of quality-of-life components (including global timer, dark mode, and search bar)
- Oversaw and maintained proper pipelining of application on Zenhub to evaluate task priorities

## SKILLS & INTERESTS

**Programming Languages:** Python, JavaScript, TypeScript, Scala, Dart, HTML, CSS, Sass, C, OCaml

**Frameworks and Packages:** Bootstrap, React, Express, NodeJS, Mocha, Chai, Puppeteer, Flutter, Pandas, NumPy

**Tools and Platforms:** Git/GitHub, VS Code, Postman, MongoDB, Figma, Android Studio

**Interests:** Unity Game Engine, Cooking, Chess, Dragon Boat