

Joshua Richards

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School Address

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Rochester, NY 14623

Permanent Address

261 Honey Pot Rd.
Westfield, MA 01085

Summary

Software Engineer with development experience ranging from embedded systems to web APIs, driven to work individually or in a team environment to implement projects both effectively and efficiently.

Skills

Programming Languages: C#, JavaScript, C++, HTML, CSS, Python, Java, SQL

Other:

Ability to handle numerous responsibilities and desire to learn required skills

Work effectively and efficiently with co-workers

Adaptable to new environments

Experience

Gerber Technology

Software Engineering Intern

Tolland, CT

June 4, 2018 – Aug 10, 2018

- Responsible for the development of a variety of safety enhancements to a material spreading system (with C++).

EagleDream Technologies

Web Developer Co-op

Rochester, NY

Aug 28, 2017 – Dec 15, 2017

- Responsible for the development of various fit for purpose websites (with technologies including JavaScript, C#, SQL, CSS, Sass, WordPress, Shopify, PHP).

Gerber Technology

Software Engineering Intern

Tolland, CT

June 5, 2017 – Aug 11, 2017

- Responsible for the software development of a material cutting system's label printing interface (with C# and XAML).

Education

Rochester Institute of Technology

Bachelor of Science in Game Design and Development

Minor in Computer Science

GPA: 3.55

Dean's List: Spring 2015, Fall 2016, Spring 2017, Spring 2018

Rochester, NY

Expected May 2019

Courses:

Introduction to Computer Science Theory, The Mechanics of Programming, Introduction to Software Engineering, Concepts of Computer Systems, Analysis of Algorithms, Programming Language Concepts, Web Design & Implementation, Rich Media Web App Dev I & II, Game Dev. and Algorithmic Problem Solving II, Interactive Media Development, Data Structures & Algorithms for Games & Simulations I, Principles of Data Management

Projects/Labs

- Developed TaskApp, a project task organizer, with technologies including Express, React, Gulp, and Sass.
- Developed qApp, a Node.js-driven rich web app where users can ask and answer questions.
- Developed the game Serpentine as an individual project with Unity and C# and published it to the Google Play store.
- As part of a team of five developed HealthNet, a management system for a collection of hospitals, employees, and patients with Django, a Python Web framework.