

# Joshua Richards

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## School Address

702 Park Point Drive, Unit 007  
Rochester, NY 14623

## Permanent Address

261 Honey Pot Rd.  
Westfield, MA 01085

## 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

### UTC Fire & Security Americas Corp

Software Engineering Intern

- Responsible for the development of a web-based security-driven video streaming interface (with technologies including ES6, TypeScript, Node.js, RxJS).

### Gerber Technology

Software Engineering Intern

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

### EagleDream Technologies

Web Developer Co-op

- 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

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

### Pittsford, NY

Aug 27, 2018 – Dec 14, 2018

### Tolland, CT

June 4, 2018 – Aug 10, 2018

### Rochester, NY

Aug 28, 2017 – Dec 15, 2017

### Tolland, CT

June 5, 2017 – Aug 11, 2017

## 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

### 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

### Rochester, NY

Expected May 2019

## Projects/Labs

- Developed TaskApp, a project task organizer, with technologies including Express, React, MongoDB, Redis, 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.