

# Joshua Richards

## Software Engineer

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### Summary

I am a full stack developer with experience ranging from web APIs to embedded systems. I have a passion for learning new technologies to implement projects both effectively and efficiently.

### Skills

**Technologies:** JavaScript/TypeScript, ES6, Node.js, CSS, HTML, C#, C++, Git

**Other:**

Ability to handle numerous responsibilities and desire to learn required skills

Experience working in an agile development environment, implementing project features over a series of iterations within a release cycle

### Experience

**Carrier Global Corporation**

Software Engineering Intern

Software Engineer

**Pittsford, NY**

Aug 27, 2018 – Dec 14, 2018

Dec 15, 2018 – Present

- Responsible for the development of a web-based video streaming interface for security applications (with technologies including ES6, TypeScript, Node.js, RxJS, WebSockets).
- Utilizing services such as Rally, GitHub, Jenkins (CI/CD), and Azure.
- Technical lead of the project from January, 2020 to August, 2020.

**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 development of a material cutting system's label printing interface (with C#, XAML, SQL, WPF).

### Education

**Rochester Institute of Technology**

Bachelor of Science in Game Design and Development

Minor in Computer Science

GPA: 3.58

**Rochester, NY**

May 2019

### Projects/Labs

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