## SydneyRichardson() {

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education(){
                                                              contact() {
  UNIVERSITY OF FLORIDA
                                                                         | sydneyrichardson3@gmail.com
                                                                email
  B.S. Computer Science and Digital Arts
                                                                         (305) 510 - 7883
                                                                cell
  College of Engineering | December 2015
                                                                website | sydneyrichardson.me
  3.5 GPA
                                                                github.com/ssyyddnneeyy
}
objectives(){
  Interested in HCI, Object Oridented Design, and creating customer facing software that is immersive and interactive
workExperience() {
  Research Volunteer with Dr. Lisa Anthony | February 2014 - present
         - Research done with understanding how children interact with touch screens vs. adults
         - Conducting user studies
  Intern Software Developer at Amazon.com | Transaction Risk Management Services | May 2014 - August 2014
          - Wrote Enterprise-quality code for Amazon, instroduction to backend development
  Training Specialist with e-Learning Support Services | July 2013 - Present
         - Creating Tutorials for faculty and staff so they may effectively use the UF's system to communicate with students
  Teaching Assistant for Introduction to Digital Arts and Sciences | Fall 2013
         - Held office hours to assist students understand complex algorithms and concepts
         - Analyze and grade student's code to ensure algorithm and concept correctness
  Intern Web Developer at TapShield | August 2013 - December 2013
         - Adding content and styling the website to ensure consistent, responsive designs
         - Technologies used: HTML5, CSS, JavaScript, jQuery, and ExpressionEngine CMS
}
projects(){
  Java: The Board Game | Term project for Object Oriented Programming | Spring 2014
          - Separated into three iterations, learned how to critically analyze Object Oriented Design
          - Created Design Documents, UML diagrams, Use Cases, and implemented strong OO software
  Lecture Loot | Term Project for Software Engineering | Spring 2014
          - Worked in a team with Agile methodologies to produce an Android, iOS and Web application
          - Term separated into three sprints, complete with Scrum stand-ups, burndown charts, and presentations
  Papercuts | 2.5D Platformer game developed in the Unity 3D Game Engine | Spring 2013
         Aesthetic Lead and Programmer
          - Designed textures and concept art, programmed game mechanics for various levels
          - Learned to effectively communicate, collaborate, and compromise in a team environment
          - Created a Design Document and set deadlines to ensure on-time completion
}
technicalSkills() {
  Object Oriented Design | Strong knowledge of OOP concepts, ability to pick up an OO language quickly
  Web Development | Proficient with Javascript, jQuery, HTML5, CSS3, Responsive design, familiar with Angular
 iOS Development | Experience with Objective-C, Xcode, JSON parsing, and RESTful API integration
  Android Development | Experience with Android SDK, creating UI, Fragments, proficient with Java
  Java Development | Proficient with multi-threaded programs, interactive GUI's, integrating databases
  Game Development | Unity 3D Game Engine scripting, creating models and textures in Maya
  Adobe Creative Suite | Photoshop, Illustrator, InDesign, Dreamweaver
}
extracurricular() {
  Redesigned major's website | Researched users and tailored content to answer questions about the major | Fall 2013
  Society of Women Engineers (SWE) | National and University of Florida Member | 2011 - Present
}
```