

SydneyRichardson () {

EDUCATION

UNIVERSITY OF FLORIDA

B.S. Digital Arts and Sciences | College of Engineering

Expected Graduation May 2015

3.5 GPA

CONTACT

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WORK EXPERIENCE

Intern iOS Developer at Shwrum | January 2014 - Present

- Assisting development of the iPhone App to correspond with Shwrum's iPad App

Training Specialist with e-Learning Support Services | July 2013 - January 2014

- Created tutorials so faculty and staff may effectively use the e-Learning 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
- Analyzed and graded 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
- Working and solving problems in a team environment

PROJECTS

Airline System Database | Final project for Information and Database Systems course | Fall 2013

- Worked with another student to create a complex database complete with triggers and constraints
- Designed and developed the front-end system, including PHP forms, database calls, and database queries
- Solidified knowledge of basic PHP and MySQL

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

UF Library App | Term project for Human-Computer Interaction course | Spring 2013

- Redesigned interface for UF students to know how busy libraries and computer labs are
- Conducted User-Studies to test effectiveness of interface

TECHNICAL SKILLS

Web Development | Proficient with Javascript, jQuery, HTML5, CSS3, Responsive design, familiar with Backbone.js and Angular.js

iOS Development | Experience with Objective-C, Xcode, JSON parsing, iPhone app development, and Parse integration

Java Development | Experience writing multi-threaded programs, interactive GUI's, JApplets, and integrating databases

Game Development | Unity 3D Game Engine scripting, creating models and textures in Maya, Leap Motion integration

Adobe Creative Suite | Photoshop, Illustrator, InDesign, Dreamweaver

Miscellaneous | Familiar with C++, GitHub, Chrome App Scripting, Android Development

EXTRACURRICULAR

Redesigned the DAS Website | Researched the needs of users, tailored content to answer questions about the major | Fall 2013

Attended 3-week iOS Development Course | Free course sponsored by Mobiquity taught by Chris Constable | November 2013

- Balanced school, internship, and work effectively to attend class during work hours (9am - 5pm)
- Learned the fundamentals of iOS development to competently develop iPhone apps, including the use of utility classes

NAUI SCUBA Certified | Certified December 2013

Society of Women Engineers (SWE) | National and University of Florida Member | 2011 - Present

- Social Chair 2012 - 2013 | Organized events for members with other engineering organizations
- Graphic Designer 2011 - 2012 | Designed flyers, calendars, t-shirts, and advertisements for SWE Events

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