

# SydneyRichardson () {

## education () {

### UNIVERSITY OF FLORIDA

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

Expected Graduation May 2015

3.5 GPA

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## contact () {

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github.com/ssyddnneeyy

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## workExperience () {

**Intern Software Developer at Amazon.com** | May 2013

- History to be made!

**Training Specialist with e-Learning Support Services** | July 2013 - Present

- Creating Tutorials for faculty and staff so they may effectively use the e-Learning system to communicate with students

**Teaching Assistant for Introduction to Digital Arts and Sciences** | Fall 2013

- Hold 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

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## projects () {

**Java: The Board Game** | Term project for Object Oriented Programming | Spring 2014

- Separated into three iterations, learned best OOP practices: ideal cohesion, Law of Demeter, Type Conformance...
- Created Design Documents, UML diagrams, Use Cases, CRC cards, and implemented strong object oriented 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 docs, burndown charts, and end-of-sprint presentations

**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

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## 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 Backbone.js and Angular.js

**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, rendering 3d (LWJGL)

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

**Adobe Creative Suite** | Photoshop, Illustrator, InDesign, Dreamweaver

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## extracurricular () {

**Redesigned the DAS Website** | Researched users and tailored content to answer questions about the major | Fall 2013

**NAUI SCUBA Certified** | Certified December 2013

**Association Computing Machinery (ACM)** | Member | 2014 - Present

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

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