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 the iPhone App to correspond with Shwrum's iPad App

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
- Working and solving problems in a team environment
- Technologies used: HTML5, CSS, JavaScript, jQuery, and ExpressionEngine CMS

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 integration of Parse
Java Development | Experience writing multi-threaded programs, interactive interfaces, 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 users and 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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