

Sydney Richardson

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EDUCATION

UNIVERSITY OF FLORIDA

B.S. Digital Arts and Sciences, College of Engineering, May 2015
3.5 GPA

EXPERIENCE

PROJECTS

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 release

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

The Fractal Machine | Create and explore various types of fractals | *Fall 2012*

- Fractals include MCRM, L-System trees, Mandelbrot and Julia set fractals

WORK EXPERIENCE

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 - Present*

- 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

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
- Promoted from previous job for attention to detail and job performance

Technology Consultant at University of Florida Computer Labs | *Sept. 2012 - June 2013*

- Assisting lab users with problems ranging from printing to Photoshop
- Troubleshooting problems that may arise with hardware, software, and customer service

TECHNICAL SKILLS

Proficient in:

- Web Development: JavaScript, jQuery, HTML, CSS, UI/UX, and Responsive design
- Java programming language (Front-End and Back-End)
- Adobe CS6 Creative Suite (Photoshop, Illustrator, InDesign, Dreamweaver)

Experienced in Game design: Unity3D Game Engine (Front and Back End), Maya 3D Modeling

Familiar with C++, Objective-C, GitHub, iOS/Android/Chrome App Development

INVOLVEMENT

SOCIETY OF WOMEN ENGINEERS

National and University of Florida Member | *2011 - Present*

- Social Chair | Organized events to bring SWE together with other Engineering Societies
- Graphic Designer | Designed flyers, t-shirts, and advertisements for SWE events