

Richard Adjogah

Lead Full Stack Software Engineer



Personal website: <https://collegehill.io/dev/> Github: <https://github.com/rapka/>



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Programming language/ Software framework experience

JavaScript, React, HTML5, CSS3/Sass NodeJS, Express, TypeScript,
Jest, Webpack, Lodash, eslint



Excellent

Rollup, Java, Spring Boot, Postgres SQL, MongoDB, AWS, Jenkins, Gitlab CI,
Kubernetes, Docker



Great

C#, Unity, Vue.js, Gatsby, Pug/Jade



Good



Work History

2015-2022

Senior Software Engineer

Vistaprint, Silver Spring, MD

- Lead full stack developer on Vistaprint's DIY website builder, competing against Squarespace, Wix, etc and serving serving content to millions of visitors and hundreds of thousands of customers
- Worked closely with designers and other Vistaprint engineers to create a website templating system that matches designs for hundred of existing business cards
- Developed & maintained internal npm libraries for internationalization of the website builder and all templates to over a dozen locales
- Optimized website rendering performance to lower cloud hosting costs and
- Favored in front end/UX work, but touched every part of the software stack: API endpoints, continuous integration pipelines, automated testing, cloud deployments, DevOps, etc
- Developed & maintained many RESTful micro services to support Vistaprint's suite of digital products, including builder, domain name management, custom email account hosting, etc



Education

2009 - 2013

Bachelor of Science: Computer Science

University of Maryland - Baltimore County - Baltimore, MD

- Completed game development specialization track for CS - Capstone project was demoed at Firaxis games
- Meyerhoff Scholarship recipient
- National Merit Scholarship finalist
- Conducted undergraduate research internships in Machine Learning and High Performance Computing



Personal Software Projects

- grimearchive.org - ([Github source code](#)) - A free, open source, user-driven music hosting site similar to archive.org made for hosting grime DJ mixes.
- id3_reader - ([Github source code](#)) - Made significant contributions to the writing functionality of a Node.js module for reading and editing mp3 ID3 tags. Used in Grime Archive to update mp3 data on the server.
- Dolphin-textures - ([Github source code](#)) - a set of NodeJS scripts designed to automate AI-based texture upscaling. This involved developing a method for popular AI upscaler ESRGAN to support transparent textures and I've since used it to create full HD texture packs for several retro Gamecube games
- [wordlebookmarks.app](#) - ([Github source code](#)) - A simple React app written at the height of the Wordle craze to keep track of all of the spin off games
- [Personal website](#) - ([Github source code](#)) - A React/Gatsby website to show off all of the above! Includes a custom photo gallery for displaying all
- HTML5 fluid audio visualizer - ([Github source code](#)) - A WebGL based fluid simulation used as a music visualizer to promote my short lived record label. Viewable on both the [label website](#) and [on YouTube as a music video](#)



Other Skills/Hobbies

- **Audio Engineering / Music Production** - I've been a producer and DJ in my local electronic music scene for over a decade and additionally took courses on recording techniques in university
- **VR** - I've been an enthusiast from day one, having bought two PC headsets. I've also dabbled in VR development in the form of OpenBrush, the open source continuation of Google's Tilt Brush VR drawing software. I made significant headway in writing a new control scheme that translates to mouse and keyboard, though this code never shipped
- **Photoshop/Photo Editing** - My professional front end work and self-made graphic design for my music projects have given me quite a bit of experience in image manipulation
- **French** - I was raised in a bilingual household and can read/understand the language fluently, while my speaking/writing skills are a bit rusty