

Red Williams

Virginia Tech undergrad studying software systems and computer science, seeking internships in software development during summer 2024.

Selected Projects

Shredquarters VT Sept 2022 – May 2023

- Designed and developed a mobile-responsive and accessible website using Figma (UI/UX design), Next.js/React, and Sass (CSS preprocessor) to enhance the online presence of Virginia Tech's skateboarding club (link: <https://shredquartersvt.com>).
- Implemented a secure administrative portal leveraging Google OAuth 2.0 for user authentication, streamlining login, and enhancing security.
- Maintained a clean and organized codebase using Git and conventional commits for efficient version control throughout development.

Lost Cat Scared Cat Feb 2023 – Sept 2023

- Developed 'Lost Cat Scared Cat,' a 2D endless-runner game using Unity2D and C#, released on Windows/Mac/Linux.
- Leveraged object-oriented programming (OOP) principles in C# to design a class hierarchy for game elements. This included abstract classes for core functionalities like movement and collision detection, and derived child classes for specific entities like the player character and fox enemies.

redpwilliams@gmail.com
(703) 376-1220
github.com/redpwilliams
redwilliams.dev

Skills

Programming Languages

JavaScript, TypeScript, Java, C#,
and a growing proficiency with C
and C++

Markup & Styling Languages

HTML, CSS, Scss, Sass

Libraries & Frameworks

React, Next.js

Tools & Platforms

Git, Github, Vercel, Figma

Education

Virginia Tech Grad. Winter 2025

Software Systems Major

Computer Science Minor