

# Richard Woodruff

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<http://github.com/woodruffr4>

## Education

### **Bachelor of Science in Computer Science**

University of Florida, Gainesville, Florida

Relevant Coursework: Data Structures and Algorithms

**December 2021**

**Overall GPA: 3.84/4.0**

## Work Experience

### **Software Engineer Intern, Design Interactive Inc.**

**June 2017 — July 2017**

- *Enhanced an iOS project in Swift dedicated to improving users' mental acuity*
- *Configured a Raspberry Pi computer to work as the central operating system of a reconnaissance drone for the U.S. Military*

### **Software Engineer Intern, Design Interactive Inc.**

**December 2016 — January 2017**

- *Engineered the initial prototype for a military reconnaissance drone*
- *Audited a TSA "pat-down suit" by debugging Intel Edison board data packets with Wireshark*

## Leadership and Involvement

### **Treasurer, Association for Computing Machinery**

**March 2019 — Present**

University of Florida

- *Managed the financial accounts for ACM and its special interest groups*
- *Worked with other members of the executive board to plan social and professional events*

### **Presenting Lead, UF Programming Team**

**August 2018 — Present**

University of Florida

- *Presented monthly lectures to both beginning and advanced members*
- *Attended weekly 5 hour practice competitions in preparation for ICPC*

### **President, Competitive Programming Club**

**August 2016 — May 2018**

Trinity Preparatory School

- *Scheduled the competitions that our teams would attend*
- *Organized lectures and practice competitions*

### **President and Founder, Mobile Development Club**

**August 2016 — May 2018**

Trinity Preparatory School

- *Coordinated with administration to develop an iOS app for Trinity Preparatory School*
- *Provided a smooth transition of leadership by documenting code and recording copies of contracts*

## Projects

### **Minecraft Plugin Development**

**January 2015 — Present**

- *Developed over 120 plugins in Java for Minecraft server owners using the Bukkit API*

### **Trinity Prep Mobile App**

**August 2016 — May 2018**

- *Designed an iOS application in Swift for Trinity Preparatory School providing students, parents, and teachers with access to the daily schedule, lunch menu, and school news*
- *Averages over 6000 sessions per month during the school year*

### **Additional Studies**

**August 2016 — May 2018**

- *Delved deeper into computer science by taking a Data Structures and Algorithms course through Stanford University as well as courses in both competitive programming and app design*

## Skills

*Programming Languages: Java, C++, Swift*