

Ricky Woodruff

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Education

University of Texas at Austin, Austin, Texas
Bachelor of Science, Computer Science

Overall GPA: 3.93/4.0
Graduation: May 2022

University of Florida, Gainesville, Florida
Completed First Year of Computer Science Studies

Overall GPA: 3.92/4.0
August 2018 — May 2019

Relevant Coursework: Artificial Intelligence, Computer Organization and Architecture, Data Structures and Algorithms, Client-Side Web Development, Computational Linear Algebra, Multivariable Calculus, Probability and Statistics

Work Experience

Software Engineering Intern - Pay Product and Growth, Lyft **Summer 2020**

- Reconfigured statement descriptor overrides in our downstream order services to comply with third party restrictions and prepare for the launch of a new payment method
- Implemented and positioned the trigger for the new enrollment confirmation email into the charge account enrollment flow

Software Engineering Intern - Product Adoption, Stripe **Winter 2020**

- Created an automated email campaign in Ruby that utilizes batch processing technologies to deliver customized fraud insights to users who churn from Stripe Radar
- Re-instrumented promotional campaigns in React to allow for standardized analytics tracking
- Constructed analytics dashboards using Redshift to track the performance of promotion and email campaigns

iOS Development Instructor, Code Sleep Repeat **Summer 2019**

- Guided 86 middle school and high school students through the basics of full stack native iOS development by developing 3 iOS applications at Facebook and Stanford University campuses
- Utilized resources such as Google's Firebase to develop the final social media application

Software Engineering Intern, Design Interactive Inc. **Winter 2017, Summer 2017**

- Configured a Raspberry Pi to work as the central operating system of a reconnaissance drone for the U.S. Military and collaborated with other engineers to transmit a low-latency video feed to the Microsoft HoloLens
- Enhanced an iOS project in Swift dedicated to improving users' mental acuity

Leadership

Treasurer, University of Florida Association for Computing Machinery **March 2019 — August 2019**

- Managed the financial accounts for ACM and its special interest groups with a budget of \$15,000
- Worked with other members of the executive board to plan social and professional events

Presenting Lead, University of Florida Competitive Programming Team **August 2018 — May 2019**

- Presented monthly lectures to 40 beginning and advanced members
- Attended weekly 5 hour competitions in preparation for the International Collegiate Programming Competition Southeast Regionals

Projects

Bukkit 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 and developed 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

Skills: Java, C++, C, Swift, Ruby, Python, HTML, CSS, JavaScript, React, jQuery, Redshift, SQL, GraphQL, Spark