

Richard Woodruff

407-462-0151 | woodruffr4@gmail.com | <https://github.com/woodruffr4> | <https://rickywoodruff.me>

Education

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

Overall GPA: N/A
Graduation: May 2022

Stanford University, Stanford, California
Studied Artificial Intelligence, Web Development, and Entrepreneurship

Overall GPA: 3.55/4.0
Summer 2019

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

Overall GPA: 3.92/4.0
August 2018 — May 2019

Relevant and Current Coursework: Artificial Intelligence, Computer Organization and Architecture, Data Structures and Algorithms, Client-Side Internet Technologies, Computational Linear Algebra, Multivariable Calculus, Probability and Statistics, Technology Entrepreneurship

Work Experience

iOS Development Instructor, Code Sleep Repeat

July 2019 — August 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 Engineer Intern, Design Interactive Inc.

June 2017 — July 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

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

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 practice competitions in preparation for the International Collegiate Programming Competition

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

Competitions

Programming Competitions: ICPC Southeast Regionals (16th), Bloomberg CodeCon 2018 @ University of Florida (4th), Lockheed Martin CodeQuest (4th), University of Florida (3rd), University of Central Florida (4th)

Skills

Programming Knowledge: Java, C++, C, Swift, Python, MATLAB, HTML, CSS, JavaScript, Ajax, jQuery, React, Node