Brian Richer

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Education

University of Texas at Austin: Graduating May, 2019 with BS in Computer Science
Richardson High School: Graduation Date: 2015.

Relevant Course Work

- **Currently Enrolled In:** Networks, Big Data, Ethical Hacking
- **Previously Enrolled In:** Multicore OS, Virtualization, Intro to Quantum Info-Sciences, Computational Materials, OS, Algorithms, Compilers, OOP, Computer Architecture, Data Structures, Computer Security

Software skills

- **Proficient In:** Go, Docker, Linux, C++, C#, Git, Java, Gradle, Vim, MVC, ASP.NET Razer, Javascript, HTML
- **Experience With:** Docker, Python, Neo4j, Pascal, Leap Motion, SQL, AWS, Hadoop

Internships

- **Snapstream Inc – Full Stack Intern (Summer 2018)**
  - Facebook, YouTube, and Periscope (Twitter) live streaming integration.
  - Created an analytics dashboard allowing customers in depth system usage stats.
  - Created a guided tour of our re-vamped web player, involving contributing to the OSS enjoyhint project.
- **Bluebeam Software – Software Engineering Intern (Summer 2017)**
  - Helped to obfuscate C# binaries and harden licensing system.
  - Developed tool for safely migrating 100's of GB's of customer data during software upgrade process.
- **Cisco Systems Inc. – Software Engineering Intern (Summer 2015, Summer 2016)**
  - Automated distributed UI integration tests using Selenium, Docker, Jenkins, Grunt, and Gradle.
  - Developed a webapp for visualizing dependencies using D3.js on top of a Neo4j database that is populated through Jenkins automated jobs. Project was open sourced on Github.

Personal projects

- **Docker Swarm:** Used Go to make multiple open source contributions to the Docker swarm distributed computing project.
- **Twit Libs:** Developed a webapp at UH CodeRED hackathon with a team of 3 that fills out a Mad Lib based on a user's past twitter posts.
- **Speaking with Leap:** Developed a java app at the HackDFW hackathon with a team of 5 that uses Leap Motion technology to interpret American Sign Language and convert it to speech.
- **TCEA Game Design Competition:** Worked with a team of 6 to develop a game in Java for the TCEA high school game design competition.

Memberships and awards

- **UT Austin Competitive Programming Team (2015 - Present)**
  - 2017 ICPC World Finalist
- **Boy Scouts of America (2007 - Present)**
  - Eagle Scout (2015)