

Connor Richter

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Summary

I'm a software developer with a background in engineering. I have experience using the engineering design process to improve functionality and user experience. My long term objective is to be on a team working to build intuitive, user-friendly applications.

Skills | Technologies:

Technologies: JavaScript (ES6) | ReactJS | HTML | CSS | PHP | Node | Python | Django | Postgresql | Express | Mongoose | MongoDB | MERN | MongoDB Atlas | Heroku | SimpleJWT | Amazon Web Services | Bootstrap | Agile | Scrum | Github | C++ | C | Matlab | MVC | AutoCAD | Revit | Solidworks | Creo | Pro/Engineering | Inventor | Simulink | Excel | Word | PowerPoint

Software Development Experience

Freelance Software Developer

June 2020 - Present

Texas Archery Academy

- Re-designed front-end website using ReactJS
- Streamlined essential information and improved user experience
- Utilized Bootstrap framework to add functionality and improve mobile design

Additional Software Development Projects

Jan. 2020 - Present

MovieBuddy App - full stack application that allows users to add reviews to their favorite movies

- Used Django REST framework for the back end and ReactJS for the front end
- Utilized SimpleJWT for user authentication with Django
- Used ReactJS and Bootstrap frameworks to provide user friendly application

Code Share App - Group project to design app that allows users to share code snippets

- Utilized MERN stack and AWS for file uploads
- Created AWS S3 bucket to store images uploaded by users
- Full-stack application using ReactJS, Node, Mongoose, MongoDB, and Express
- Worked as Scrum master to manage daily meetings and meet project goals

Photography Search App - friendly application to search for images

- Created using HTML, CSS, JavaScript, and React JS
- Used Pixabay API to create image search application

Professional Engineering Experience

Blum Consulting Engineers

Jan. 2019 - Feb. 2020

Engineer-in-Training

- Performed Plumbing and Fire Protection Design using AutoCAD and Revit
- Communicated and coordinated with Mechanical and Electrical designers to submit plans
- Partnered with designers to create unique solutions to meet plumbing codes and client needs
- Designed water distribution, storm drainage, sanitary waste and vent, and natural gas systems

First Company (HVAC systems)

Oct. 2018 – Jan. 2019

Mechanical Engineering Intern

- Project lead for designing and implementing a pressurized leak test and drafted instructional manuals for production teams
- Documented project development stages to coordinate and facilitate communication between team members

Education:

General Assembly

June 2020

Software Engineering Immersive

University of Texas at Dallas

Dec. 2018

Bachelor's of Science in Mechanical Engineering

Relevant Coursework: Programming fundamentals, Introduction to programming in C