

Devon Richey

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Education

Indiana University – Purdue University – Indianapolis May 2023
School of Informatics and Computing
Bachelor of Science in Media Arts and Science,
Specialization in Game Design and Development,
Minor in Computer Science
GPA: 3.8

Professional Works

Revature – Fullstack eCommerce Application May 2024
Front End Lead

- Developed a mock eCommerce website in the vein of eBay as part of a twenty person team over a two week timeframe utilizing React JS, Spring Boot, and AWS allowing users to post products for sale and “purchase” these products.
- Spearheaded front-end development by defining necessary components to ensure timely completion of tasks and adherence to settled upon user stories.
- Oversaw the continuous integration of front-end code by handling Github pull requests, ensuring seamless integration of code from multiple programmers and allowing for easier integration with the project’s back-end codebase.

Crane Naval Base – The Mystery of Vee Island January – May 2023
Programmer (HTML/CSS/JS)

- Developed an educational game to teach engineering principles in a manner that promotes engagement and information retention through the use of story elements, pixel art, and minigame mechanics.
- Implemented exploratory areas of the game to allow players to obtain information at their own pace, allowing for greater understanding and retention of material.

Work Experience

Revature, LLC April – July 2024
Full Stack Software Developer

Lowe’s Companies, Inc February – May 2024
Lawn and Garden Associate

Amazon.com, Inc October 2020 – August 2021
Fulfillment Center Staff

Regal Entertainment Group April 2018 – October 2020
Floor Staff

Software Packages

- Languages: HTML/CSS/JS, ReactJS, Java, Java Spring/Spring Boot, C/C++, C#
- Platforms/Engines: Unity, Unreal Engine 4, Godot