





# DAVID RICHARDS, JR.

## Full Stack Developer

### CONTACT

dbarichardsjr@gmail.com   
(973) 557-1359   
<https://davidrichardsjr.com/>   
[LinkedIn](#) 

### EDUCATION

Bachelor of Arts  
Interactive Multimedia  
The College of New Jersey

### SKILLS

JavaScript  
Node.js  
Express.js  
HTML/CSS  
NoSQL (MongoDB)  
REST APIs  
Git  
Project Management  
Documentation

### SUMMARY

Full stack developer with 4+ years of professional experience as a software engineer and a proven track record of developing, delivering, and supporting quality products that facilitate designs and sales totaling over \$50 million annually.

### WORK EXPERIENCE

#### Lead Developer - CET Designer

Global Furniture Group

Oct 2018 - current / Marlton, New Jersey

- Drive the development of parametric tools for automating the design process of all products.
- Own over 70 product projects, which entail programming rules and interactions based on products' real-world applications to allow end-users to build accurate 3D designs.
- Coordinate the maintenance of over 120 product line integrations along with their functionality and tools.
- Interview, hire, and train new developers in using a proprietary language, platform, and code base, ensuring they are brought up to speed and meet all development standards.
- Organize and run sprint planning sessions and mid-sprint check-ins to communicate both team and individual objectives and ensure goals are being met.
- Run daily Scrum meetings for 5 person team and provide feedback and assistance to development efforts.
- Perform regular code reviews and development postmortems for the additional 60+ product lines added.
- Assist with end-user training and oversee technical support for over 2500 users.

#### Product Programmer Specialist

Global Furniture Group

Dec 2016 - Oct 2018 / Marlton, New Jersey

- Programmed high-quality parametric tools for automating the design process of system products.
- Required to understand complexities of product lines in order to ensure that the parametric modeling tools met coding standards and technical designs.
- Implemented and maintained over 55 product lines.

- Reviewed and revised code on a regular basis to improve overall quality and create new tools.
- Worked with end users to address requirements and training needs.

## Instructor & Curriculum Developer

Game-U Enterprises, LLC

May 2014 - Dec 2016 / Flemington, New Jersey

- Created and led classes of 4 to 8 students, covering the various disciplines of game development.
- Developed and led week-long camps and workshops.
- Collaborated on projects Game-U was contracted for, including the Shanghai Apartment, working as the lead artist, producing over 30 assets.
- Assisted training new instructors.