

Jack Richards

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WORK EXPERIENCE

PhysNet

New York, NY

Software Developer

July 2025 – Present

- Building a controller-based RESTful API in C# using .NET framework for a modernized company application, leveraging generative AI tools to enhance the functionality and scalability of the application
- Developed and deployed an Azure Function Application to integrate a third-party pricing API into internal systems, enabling automated customer bill repricing
- Collaborated with external API integration specialists to ensure reliable data exchange and successful rollout
- Built an end-to-end API integration with a healthcare partner to automate the referral lifecycle, enabling our company to receive patient referrals, process them internally, and programmatically send status updates and outcomes back to the partner in real time

MiCamp Solutions

Scottsdale, AZ

Software Development Intern

June 2024 – August 2024

- Developed responsive front-end components using Next.js, React.js, and Tailwind CSS for a modernized internal tooling company application, upgrading user experience across devices
- Designed user interfaces and web pages with Figma, ensuring a seamless user experience before transitioning designs into functional code
- Co-managed the development of a transaction reporting tool, guaranteeing clean communication between business professionals and other software developers

KredosAI

Bellevue, WA

AI Application Development Intern

May 2023 – August 2023

- Leveraged reinforcement learning and prompt engineering to scale customized messaging to our clients' customers in different payment scenarios with the goal to reduce financial delinquency
- Programmed in Python with OpenAI API and SciPy integration to evaluate different Large Language Models, parse outputs, and fully develop the generative AI logic engine that customized messages for customers in various payment scenarios

COMPUTER SCIENCE SKILLS

Programming Languages: Python, Java, C#, C, SQL, TypeScript/HTML/CSS, JavaScript, MIPS Assembly Language

Other: Object-Oriented Programming, Prompt Engineering, Natural Language Processing, Data Engineering

Coursework: Data Structures and Algorithms, Operating Systems, Artificial Intelligence, Database Management

PROJECTS

Multi-Disk and Device Management System (MDADM) Linux Tool

- Utilized C programming to develop a library of utility tools for merging multiple disks into a large, centralized storage system/linear device which allowed for interactions with data stored across multiple disks
- Implemented network programming and caching for the ability to work with multiple MDADM systems at a time, facilitating efficient data retrieval and storage operations while enhancing memory access speed

Course Schedule Builder

- Designed a comprehensive course scheduler via Java programming integrated with SQL database management to allow administration and students to oversee course offerings and scheduled courses in respective semesters

Library Database Management System

- Created a library management system to automate inventory and fine distributions by handling inputs of renting and returning books within a collaborative group of Python programmers

RELEVANT EXPERIENCE

Penn State THON Technology Captain

University Park, PA

THON.org Developer

May 2024 – March 2025

- Updated and improved THON's website to grow the digital footprint of the largest student-run philanthropy in the world
- Full-stack programmed a new THON merchandise store using Vue.js, Django REST Framework, and Docker that provides a modern user interface while handling purchases and inventory of all products

EDUCATION

The Pennsylvania State University

University Park, PA

College of Engineering

May 2025

Bachelor of Science in Computer Science || Minor in Cybersecurity Computational Foundations

GPA: 3.57