

Richard Grover

Computer Science Student Passionate about Graphics, Systems, AR, & ML

801-666-0162 • richardgrover40@gmail.com

github.com/richgrov • linkedin.com/in/richgrov • www.grover.sh

Skills

Proficient

Typescript, JavaScript, Three.js, WebGL, TailwindCSS, Fly.io, SQL, Java, Rust, Go, HTMX, Linux, OpenCV, Python, Kotlin

Intermediate

Firebase, Google Cloud, React, SolidJS, Svelte, Docker, Turso, WebGPU, PyTorch

Experience

dCubed — Rubik's Cube Solver

February 2024 - Present

- Leveraged React, TailwindCSS, Three.js, and TypeScript to build a 3D web interface
- Used PyTorch, OpenCV, and Ultralytics to scan entire Rubik's Cubes via two photos

VoxelAI — AI 3D Model Generator

March 2023 - Present

- Wrote Rust backend to efficiently generate 3D models from a prompt using LLMs
- Used Go and Gin to implement a frontend microservice with the MVC pattern
- Leveraged Cloudflare R2, Turso, and Fly.io edge computing to enable massive scalability

RandomCraft, Remote — Java Developer Intern

May 2022 - August 2022

- Developed game code to run on the network's custom auto-scaling infrastructure
- Used Java to develop intelligent 3D search algorithms to reduce level configuration time
- Built on a codebase spanning 10+ repositories

Soulblade, Remote — Co-founder and Developer

October 2021 - April 2022

- Bootstrapped a gaming business to profitability with 100+ users
- Wrote 15,000+ lines of Java code to develop unique gameplay features and tools

Accomplishments

- Vice-president of Robotic's club
- First Place for the Project Showcase at Neumont College of Computer Science
- The only college student in my cohort to test out of any computer science-related course

Education

Neumont College of Computer Science — Salt Lake City, UT

September 2023 - September 2026

4.0 GPA - President's List - Bachelor's of Computer Science