Ethan Reeds

Software Engineer

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Portfolio: https://ethan-reeds.github.io/

OBJECTIVE

My goal is to learn as much as possible and to apply that knowledge to any project to make it stand out among others. I jump at every opportunity to learn more and further my skillset.

EDUCATION

Shawnee State University, Portsmouth OH.
Game Programming
GPA: 3.83
Expected Graduation: 2022

My course work contains traditional CS and Computer Engineering topics in a game development environment.

Courses

Graphics Programming I + II
Object Oriented Programming
Data Structures
Algorithms
Operating Systems
Realtime I (Unity + Unreal)

Future Courses

Realtime II (Custom Engine)
AI
Optimization
Senior Project I + II

Lead Roles

Dean's List (every term)
Skaggs House (VP/Treasurer)

EXPERIENCE

February 2020 - Current
Yost Labs • Junior Engineer • Intern

At Yost Labs I work mainly in the R&D department on smaller custom projects, including debugging firmware, and making specialty programs/tools.

07/17/2017 – 04/14/2018
InSolves • Fabricator • Fulltime

KEY SKILLS

Project organization
Proficient in 3D math
C/C++
Python

Familiar with:
OpenGL
3D modeling with Maya
Unity3D
Base Java

LEADERSHIP

Skaggs house is an academic house and club of Shawnee State with the intended purpose of building relationships between introductory and advanced students. The houses also compete against each other in logic-based games and programming challenges.