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GRANT REED

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GrantDReed.github.io

EXPERIENCE

Co-creator / Software Engineer

Ouroboros

In-browser, reflex-based p2p Snake game built with Node, React, Redux, and WebRTC

- Implemented a Conflict-free Replicated Data Type (CRDT) to ensure eventual consistency of game state across peers
- Devised predictive algorithms to improve user experience
- Optimized collision checking and display rendering
- Implemented data buffers to ensure accurate winner determination and smooth end-of-game transition for all peers
- Achieved lowest possible latency via a full-mesh network topology
- One of two engineers on project
- **Website:** <https://ouroboros-game.herokuapp.com/about>

Personal projects

- Reaction: A Trello-like project management tool
 - Rails + Webpack + React/Redux + Heroku (<https://reaction-trello-clone.herokuapp.com>)
- postit: Reddit-like blog app
 - Rails + JQuery + SASS (<https://github.com/GrantDReed/postit>)
- TodosTracker: Clean and simple task management tool
 - Sinatra + Postgres + Sequel ORM (<https://github.com/GrantDReed/todos-tracker-sequel>)

EDUCATION

Davis, CA

University of California

2011 - 2014

- B.S. in Evolution, Ecology, and Biodiversity

Launch School

2016 - 2018

- Full-stack web development curriculum

SKILLS

- Javascript, Ruby, PHP, Python, SQL, HTML, CSS
- React, Redux, Node, Ruby-on-Rails, jQuery, Git/Github, WebRTC, CSS preprocessors
- Data structures and algorithms, distributed systems, schema design, OOP, REST

PREVIOUS EMPLOYMENT

Lab Technician II

California Seed and Plant Labs

August 2014 - August 2015

Seed Health Lab

- Increased processing volume by repurposing unused office space, carried out QA experiments, improved workflow via new filing system, and promoted to Lab Technician II after 3 months.

Lead Field Technician

University of Toronto Mississauga

May 2013 - August 2014

McCauley Lab

- Built temperature-controlled aquaculture tanks, and promoted to Lead Technician after first season