

Keagan Rieder

| Programmer and Artist |

[LinkedIn](#) | [GitHub](#) | [Portfolio](#)

Education

BSA in New Media & BSC in Computer Science Sep 2021 - April 2026
Lethbridge University | Lethbridge / Alberta / Canada

Featured Projects

School projects

- OpenGL City Scape** October 2024 – December 2024
Group project for my computer science Computer Graphics class, which had us develop software in C++ and Opnogl, which drew a city with various buildings and roads which could be driven through.
- N Queens problem solver** March 2024 – March 2024
Created a program for my artificial intelligence class, which was designed to solve the N-Queens problem effectively
- Interactive City Scape in processing** October 2023 – November 2023
This project was for my new media programming for artists new media class. The assignment required creating an artepiece using processing with some interactivty. I created a program that generated a random city skyline upon startup with various interactions.
- Algorithm for the Smallest number of Coins for Sum** October 2023 – November 2023
I created a program for my data structures and algorithm computer science class to find the smallest number of coins that equalled a sum in different ways. The first way was using a greedy algorithm, and the second used a dynamic algorithm
- Adventure C++ game** February 2023 – April 2023
I led a team to create a text-based adventure for my practical software development class's group project. This program was meant to follow object-oriented design as well as SOLID principles.

Personal projects

- Atomation** November 2023 – present
Automation is a game I'm currently developing in the Godot game engine, using c#.