

# Keagan Rieder

| Programmer and Artist |

[keagan@rieder.ca](mailto:keagan@rieder.ca)

403 671-1452

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

## Skills

### Soft Skills

- Teamwork
  - Worked in groups ranging from 3-4 members to create software
- Planning and design
  - Designed software to meet specific objectives while utilizing design practices and still being efficient
- Problem-solving
  - Creating software to solve issues and fixing issues in software

### Technical Skills

- Programming Languages:
  - C++
  - C#
  - Processing
- Game Engines
  - Godot
- Asprite
- Software Tools:
  - Understanding of Visual Studio,
  - Understanding of Using Git, GitHub
  - Unit Testing

## Education

BSC in Computer Science & BSA in New Media  
Lethbridge University | Lethbridge / Alberta / Canada

September 2021 – December 2026

## Related Experience

### Course Work

#### Soul Sync

March 2025 – April 2025

Game design | Lethbridge University

Collaborated on core gameplay programming and 2D art production for a co-op platformer developed in Godot

Related skills: Teamwork, C#, object-oriented programming, Asprite

#### Open GL City Scape

October 2024 – December 2024

Computer Graphics | Lethbridge University

Led a team to create a cityscape in OpenGL able to be driven through

Related skills: Teamwork, C++, object-oriented programming

#### Interactive City Scape in processing

October 2023 – November 2023

Programming for artists | Lethbridge University

Created a cityscape in processing that could be interacted with in various ways

Related Skills: Problem-solving, processing

#### Adventure C++ game

February 2023 – April 2023

Practical Software Development | Lethbridge University

Led a team in designing and developing a text-based adventure game that followed SOLID design practices learned in the semester

Related Skills: Problem-solving, teamwork, C++, object-oriented programming

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## Unit Testing

February 2023 - February 2023

Practical Software Development | Lethbridge University

Produced unit tests to debug a given code correctly and report any bugs present based on documentation of how it was meant to work

Related Skills: Problem-solving, C++, Unit Testing

## Quazar C++ game

January 2023 - January 2023

Practical Software Development | Lethbridge University

Managed a team of 3 to design and create Quazar from Mass Effect in C++, utilizing skills learnt in the course

Related Skills: C++, teamwork, problem solving

## *Personal Project*

### Farming- Sim

November 2024 – present

A c# game in Godot

Designing and developing a farming simulation game set in a procedurally generated, grid-based world.

Related Skills: C#, Linear algebra, object-oriented programming