Keagan Rieder
| Programmer and Artist |

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LinkedIn | GitHub |Portfolio

Skills

Soft Skills	Technical 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

Education

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

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

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#, Liner algebra, object-oriented programming