

Keagan Rieder

| Programmer and Artist |

[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
- Understanding of basic Data structures and algorithms
 - Depth-first search and breadth-first search
 - Brute force algorithms

Education

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

Sep 2021 - April 2026

Related Experience

Course Work

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

Algorithm for the Smallest number of Coins for Sum

October 2023 – November 2023

Data Structures and Algorithms | Lethbridge University

Created programming using a greedy algorithm to find the smallest number of coins that make up a sum.

Created another program which used a dynamic algorithm to also the problem

Related Skills: Problem-Solving, C++, Data structures and algorithms

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

Atomation

November 2023 – present

A c# game in Godot

Designing and developing an automation colony management game in Godot using C#

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