

# KEYMANI REID

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601 Taylor Oaks Circle Unit 204 | Montgomery, GA 36116 | 347-375-3548 |  
[inamyek9044@gmail.com](mailto:inamyek9044@gmail.com)

## EDUCATION

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**Clark Atlanta University**, Atlanta, GA

**May 2019**

*Bachelor of Science Degree*

GPA: 4.0; Major: Computer Science

Relevant Coursework: Rich Internet Applications, Data Structures, Software Engineering

## EXPERIENCE

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**FAST Enterprises**, Glen Burnie, MD – Montgomery, AL

**August 2019-Present**

Implementation Consultant

- Implemented new and replaced legacy department of motor vehicle software for the state of Maryland.
- Assisted with software maintenance for department of revenue in the state of Alabama.
- Created a process to allow drivers to title and register their vehicle(s) online prior to entering the DMV.
- Led multiple meetings on mini projects conducted throughout development.

**Institute of Electrical and Electronics Engineers**, Atlanta, GA

**September 2017-Present**

*President*

- Lead weekly meetings of 6-8 members: host member interest meetings and conduct interviews.
- Work in team to construct a robot for the annual IEEE hardware competition.
- Manage annual budget and distribution of funds for events; raised money for IEEE organization by fundraising and donations.

*Head of Software and Website Design Team*

*April 2016-Present*

- Built robot using Raspberry Pi and Python within national IEEE hardware competition qualifications to identify a code from a designated sentence.
- Collaborate with 10-15 other students to contribute ideas for robot design and operations.
- Directed website design to facilitate digital communication between group members and share resources.

**Goodnight Games**, New York, NY

**June 2017-August 2017; June 2018-August 2018**

*Intern*

- Collaborated with 10 indie gaming professionals to create and design two mobile video games, one major platform action/adventure game and one arcade style game.
- Contributed to design of flagship game, Never Go Home, by adding explosions, visual effects, and real-time functions to test build.
- Designed and coded a character sprite with complete human like aspects through casting an actor to objects on a game that is currently in progress.
- Learned Blueprint coding to successfully cast actors with object reactions; found solutions to game problems as needed.

## Personal Projects

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**Indie Video Game Development**

**April 2020-Present**

- Created an arcade game that is inspired by *Asteroids*.
- Creating a simple side scroller from scratch using an original story plot

**Clark Atlanta University**, *Phi Kappa Phi Honors Society* (2019-Present)

## SKILLS

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Intermediate proficiency in Java, VB.net, C# |  
JavaScript | HTML | R