**KEYMANI REID**

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# Education

**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

## 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

**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

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