# Kyle Reinholdtsen

*Software Engineer*

## About

Proficient full-stack developer with 2 years of experience in web programming, object-oriented design, distributed systems, and machine learning. Thrives in collaborative environments and works effectively in teams to deliver high-quality software.

## Skills

**Languages**

- Java, JavaScript, HTML, CSS, Python, C, C++, C#, SQL.

**Technologies**

- React.js, Node.js, Unity, PyTorch, Linux, Git.

## Education

06/2021–12/2023 **B.S. Computer Science & Engineering**, *University of Washington*, Seattle

- ***Classes:*** Distributed Systems, Operating Systems, Algorithms, Compilers, Machine Learning, Artificial Intelligence, Software Engineering, Computer Vision, Programming Languages, Systems Programming, Database Systems, Interaction Programming.
- ***GPA:*** 3.88 (Cum Laude, Dean's List).

## Experience

01/2022–03/2023 **Software Engineer**, *Husky Robotics*, University of Washington, Seattle

- Developed the mission control website for operating the team's rover using JavaScript, React.js, and Redux.
  - Created UI elements for displaying the rover's cameras and telemetry data (position, power, velocity).
  - Implemented a 3D rendering of the rover with React Three Fiber, dynamically updated in real-time using telemetry data.
- Developed a Unity simulator that emulates the rover's cameras, motors, wheels, and sensors in a 3D virtual environment.
  - Enabled users to orbit the rover using intuitive mouse controls.
  - Added functionality to configure intrinsic camera parameters within the simulator for enhanced simulation accuracy.

## Projects

**MuseShare** `(GitHub)`

- Built an online music sharing website for discovering and interacting with indie artists.
- Designed and developed the user interface using React.js, ensuring optimal performance across both desktop and mobile devices.
- Used Firebase for database management and user authentication.

**MCQuest** `(GitHub)`

- Created an online multiplayer game within Minecraft where players can explore a fantasy world, complete quests, slay enemies, and upgrade their character.
- Deployed a remote server which players can connect to with a default Minecraft client.
- Developed server-side game logic using Java such as physics calculations, item and skill behavior, and data persistence.

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