

# Rea Koehler

Reaxt0@gmail.com.com 

<https://reaxt.dev/> 

Game programmer, designer, and software developer.

## Languages

English

French

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## Skills

- Quick learner can adapt to new practices and environments quickly.
- Good at guiding projects and working as a team with others.
- Experience in HTML and CSS
- Experience using Linux from both a server and client use case.
- 7 Years of experience in .NET/C#
- 7 Years of experience in NodeJS
- Experience working in C++ in a professional setting.
- Very solid fundamentals in object-oriented programming and robust software design.
- Light experience in Java and C++
- Good feel for UX and motion design

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## Career Experience

JULY 2022 - PRESENT

### Programming and Unity Generalist / Strange Scaffold

Work as a lead programmer on an unannounced game. Designing and implementing core systems to be used by artist and design team. Assist with game design elements.

Lead/Sole programmer, game feel and design assistance, on a finished game project under Strange Scaffold for Meow Wolf

Technologies: C#, Unity, GLSL, Trello, Git

OCTOBER 2022 – PRESENT

### Developer, Programmer, Designer / Ratking Collective

Worked with a team to finish the video game "Splatter".

Designed system to chart and sync the environment to the games soundtrack, along with various tweaks, and meta elements.

Technologies: C#, Unity, Audio manipulation, GLSL

JULY 2022 – AUGUST 2022, JANUARY 2023 – MAY 2023

## **CAE Tech Intern / CAE**

Worked with the visual team at CAE on various bug fixes and implementations for the visual rendering system used in their professional flight simulators.

**Technologies:** Java, C++, C#, Winforms, OpenGL, Jira, git

MARCH 2022 – SEPTEMBER 2022

## **Programming and Unity Generalist / Normal Wholesome Games, Melbourne Australia**

Worked as a game programmer and Generalist on the video game “Tombstar”, did various visual work, bug fixing, implementation, and sound design work.

**Technologies:** C#, Unity, FL Studio, Audacity, Trello, SVN

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## **Education**

SEPTEMBER 2014- JUNE 2019

### **High School / John Rennie High School, Pointe-Claire QC**

Honor Roll student at John Rennie High School, member of Robotics Club and Leadership.

SEPTEMBER 2019 – JULY 2020

### **Digital Media / John Abbot College**

Spent a year in Digital Media, Honors student.

DECEMBER 2020 - PRESENT

### **Computer Science / John Abbot College**

Ongoing Computer Science student. Honors student in every semester (starting fall 2020)

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## **Private Projects**

### **Game Development / RhythmThing**

Creator and sole developer of Rhythm Thing, a Rhythm Game that runs entirely in a CMD window and is still in active development. Written in .NET <https://youtu.be/kt9mfl8UoJs> (video demo)  
<https://github.com/Reaxt/RhythmThing>

NOVEMBER 2020 – FEBRUARY 2021

### **Game Level Commission / Slush Management**

Organizing a team, creative direction, and programming on a promotional audiovisual project for Slush Management for Porter Robinsons “Look at the sky” song, released for a new album. (result: <https://youtu.be/VWSubdPOWcQ> ) <http://www.slushmanagement.com/>

**Technologies used:** C#, NodeJS, Blender, Python, Unity

MAY 2018 – PRESENT

## **Community Manager and Team Lead / BSMG**

Created and run the Beat Saber Modding Group Discord community of 230 000+ members. It is a group dedicated to providing support, software, and community engagement for the modding side of the VR Rhythm Game Beat Saber. ( <https://discord.gg/beatsabermods> )

NOVEMBER 2016-JULY 2019

## **Development, Maintenance, Management / DadBot**

Creator and sole developer of DadBot, a public discord bot made to tell Dad Jokes in the chat program Discord. Used by 30 000+ servers with 130 000+ individual users by its closure.

Technologies used: NodeJS, MongoDB,

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## **Various Personal Works**

- Basic experimentation and understanding of GLSL shader code : <https://www.shadertoy.com/user/react>
- Created the base for IRA, a discord bot framework made for an art server. Written in NodeJS JavaScript. <https://github.com/React/IRA>
- Creating mixed media experiences synced to music, primarily in the VR video game Beat Saber, achieved by modifying the game to read more complicated data and then working under the imposed limits of the game and engine. (examples: [https://youtu.be/pE\\_s9bvntA0](https://youtu.be/pE_s9bvntA0) <https://youtu.be/xGICwOKNa9Y> )  
Technologies used : C#, NodeJS, Blender, Python, Unity
- Ludum Dare 53 game “Liver Die” <https://legoandmars.itch.io/liver-die>
- Personal short game, “GODLESS LIGHT” <https://react.itch.io/godless-light>