Rea Koehler

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https://reaxt.dev / 🌐

Game programmer, designer, and software developer.

Languages

English
French

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.

- 6 Years of experience in .NET/C#
- 7 Years of experience in NodeJS
- Very solid fundamentals in object-oriented programming and robust software design.
- Light experience in Java and C++
- Good feel for UX and motion design

Career Experience

MARCH 2021 – JAN 2022

Programming and Game Design / Atlas Rhythm (https://atlasrhythm.com/)

Development on an unannounced game dev project with a team.

Technologies: C#, Unity.

JULY 2022 – AUGUST 2022

CAE Tech Intern / CAE

Worked with the visual team on various bug fixes and implementations for features the team requested.

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

Programming and Unity Generalist / Strange Scaffold

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

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

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)

Private Projects

NOVEMBER 2020 – FEBUARY 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/VWSubdP0WcQ) 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,

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/kt9mfI8UoJs (video demo) https://github.com/Reaxt/RhythmThing

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Various Personal Works

- Basic experimentation and understanding of GLSL shader code : https://www.shadertoy.com/user/reaxt
- Created the base for IRA, a discord bot framework made for an art server. Written in NodeJS JavaScript. https://github.com/Reaxt/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/xGICwOKNa9Y)
  Technologies used : C#, NodeJS, Blender, Python, Unity