

Reece Kalmar

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EDUCATION

University of Utah

Bachelor's of Science in Computer Science

Salt Lake City, UT

Aug. 2022 – Dec 2025

Salt Lake Community College

Associate of Science

Salt Lake City, UT

Aug. 2021 – May 2022

EXPERIENCE

NFL Data Science Research

University of Utah

Jan 2024 – May 2024

SLC, UT

- Developed visualizations for NFL data using Python libraries such as Pandas, Matplotlib, NumPy, Seaborn, Plotly and machine learning tools like Scikit-learn
- Cleaned and analyzed NFL playoff data, implementing a machine learning model that had a prediction accuracy of 90%.
- Applied different statistical models, including Bernoulli distributions, linear regression, K-Means, to understand the underlying dataset.

Software Engineer Intern

Spa Wellness Center

May 2023 – September 2023

Draper, UT

- Integrated Aesthetic Record EMR with Growth99 and Mailchimp using Zapier to automate data flow and improve aesthetician productivity by 33%.
- Developed and integretared REST API using Java Spring Boot to interface with NoSQL data base.
- Used the same API to chart clients business habits and purchases to better improve product offerings.

PROJECTS

Spreadsheet | C#, MStest, Blazor, Javascript

Aug 2024 – September 2024

- Developed a spreadsheet web app, using blazor and javascript to create a dynamic web app cabaple of resizing a users spreadsheet to their liking.
- Implemented algorithm for parsing and evaluating infix formulas and cell dependencies.
- Used json to enable the user to save and load different spreadsheets.

Snake | C#, Blazor, Javascript, HTML, CSS

September 2024 – December 2024

- Developed a multiplayer Snake game, using networking via TCP and sockets, SQL, and json to send and recieve game state.
- Implemented game logic and collision detection serverside to reduce computing required user side. The game controller (server) sends game state regularly for high fps (144fps).
- Used SQL database with the backend server to store gamestate during set event that would store player scores game stateetc. This enabled the collection how a game played out

LoLAPIWrapper | TypeScript, Expressjs, Docker, Python, AWS, PostgreSQL

November 2024 – Current

- Developed a RESTful api that interacts and acts as an interface with various different endpoints from Riot games.
- Used with Python to collect mass amount of player data later to be used in a machine learning model. Was able to collect 300,000 player account information
- Project was dockerized to run on AWS ec2 instance, in conjunction with a python script which enabled the automatic pulling of data from the api and storing it in an Amazon RDS PostgreSQL database.

TECHNICAL SKILLS

Languages: Java, Python, C#, NoSQL, JavaScript/TypeScript, HTML/CSS

Frameworks: ExpressJs, JUnit, MStest, Tailwind CSS, SpringBoot, Winston, ASP.NET

Developer Tools: Nodejs, Git, VS Code, Bash, Maven, Dotnet, Docker, AWS, SQL, NextJS

Libraries: React, pandas, NumPy, Matplotlib, Seaborn, Plotly, Scikit-learn