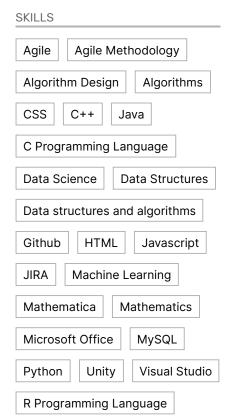
# **Ren Young**

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## **EDUCATION**

## B.S. Computer Science, 4.0, Minors: Math, Music Theory & History

University of Kentucky

**=** 08/2019 - 05/2023

## Mathematics and Science, 4.0

Gatton Academy of Mathematics & Science at WKU

**=** 08/2017 - 05/2019

#### **LEADERSHIP**

## STEMgiQueers Officer

University of Kentucky

**=** 08/2021 - 05/2023

#### Story Club Co-President

**Gatton Academy** 

**=** 08/2018 - 05/2019

## Leadership Team Member

**AKF Martial Arts** 

**=** 06/2016 - 07/2017

#### **EXPERIENCE**

## Computer Science Lab Instructor

University of Kentucky

- Instructed students during lab time for introductory computer science course
- Graded Python assignments and provided feedback on areas of coding improvement
- · Worked with team of students and professors to improve lab program
- Supported students' needs during weekly office hours, addressing specific concerns individually

#### Horticulture Research Fellow

#### University of Kentucky

- · Researched causes of corn stalk breakage as part of multiple projects
- Wrote code for analyzing corn stalks using R and Python, including the TensorFlow library
- Produced a machine learning based image analysis program to notate areas of interest on a corn stalk
- · Used **RShiny** to create a UI dashboard for image analysis streamlining
- Worked on a drone image analysis program in R, which used overhead photos of a corn field over time to extract information about the different genotypes being studied
- Collected data from corn stalks in research lab using imaging, calipers, and an Instron machine
- Worked with a team of researchers to develop better methods of data collection and processing

#### **PROJECTS**

#### Witch Conservation Society

**i** 10/2022 - 12/2022

Created 2D cozy witch crafting game in **Unity** using **C#**. See RenAYoung.github.io for the demo.

## Pharmacist Study App

**iii** 08/2022 - 12/2022

Created an educational and fun studying 2D mobile game for pharmacists, as part of a team, using **Unity** and **C#**. Worked with the National Association of Boards of Pharmacv.

## Cluttered Mystery Robot Game

**=** 08/2022 - 10/2022

Created 3D mystery exploration game in **Unity** using **C#**. See <u>RenAYoung.github.io</u> for the demo.

## Roguelike Game

**=** 08/2021 - 12/2021

Created dungeon exploration and fighting ASCII-style game, as part of a team, using **Python**. Set up background systems for items and enemies. Wrote story.

## Cat Moon Cheese Idle Game

**=** 04/2023

Created an idle collecting and upgrading browser game using **Javascript**, as part of a team at a Hackathon.

## Sudoku Game

**=** 01/2018 - 05/2018

Created a Sudoku game, as part of a team using **Mathematica**. Created UI system and algorithms to solve and generate new Sudoku puzzles.