

Ren Young

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SKILLS

Agile

Agile Methodology

Algorithm Design

Algorithms

CSS

C++

Java

C Programming Language

Data Science

Data Structures

Data structures and algorithms

Github

HTML

Javascript

JIRA

Machine Learning

Mathematica

Mathematics

Microsoft Office

MySQL

Python

Unity

Visual Studio

R Programming Language

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](#)

📅 08/2021 - 05/2023

📍 Lexington

- 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](#)

📅 06/2020 - 12/2022

📍 Lexington

- 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

📅 10/2022 - 12/2022

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

Pharmacist Study App

📅 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 Pharmacy.

Cluttered Mystery Robot Game

📅 08/2022 - 10/2022

Created 3D mystery exploration game in **Unity** using **C#**. See [RenAYoung.github.io](#) 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.