Alexis Reynolds

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PROFILE

Results-driven and detail-oriented student graduating from the University of Michigan with Bachelors of Science in Computer Science and Cognitive Science. Passtionate about web, full stack, and game development.

EDUCATION

Aug 2020 — May 2024

BS in Computer Science and BS in Cognitive Science, University of Michigan

Ann Arbor

GPA: 3.807

COMPUTER SKILLS

C++	jQuery
Python	AWS
JavaScript	Cloud Development
C#	Unity
Java	SQL
HTML & CSS	NoSQL
React	Git

EMPLOYMENT HISTORY

May 2023 — Aug 2023

Software Developer Engineering Intern, Amazon

Boulder, CO

- Conducted a solo full stack development of internal facing web application that was compliant with Amazon's security standards.
- Authored 20,000 lines of code over three months.
- Demonstrated proficiency with AWS CDK and AWS SDK to interact with AWS services such as Lambda, DynamoDB, CloudFront, Coral Lambda Endpoint, and S3 as well as JavaScript, React, Java, and Smithy.

Jun 2022 — Oct 2022

Software Developer Engineering Intern, Virra Marketing

Boulder, CO

- Developed software solutions to marketing problems for independent musicians in Python.
- Scraped playlist, song, and artist information from Spotify and Chartmetric APIs along with the company's Cloud Firestore database to conduct machine learning predictions.
- Authored ~10,000 lines of code into production.
- Successfully headed an individual project and research to construct the framework for a marketing pathway/advertisement package recommender.

PROJECTS

Game Development

- Contributed to development of an exciting casual party game where players compete to deliver food orders. Implemented core systems for order spawning, collection, and delivery, as well as a rating system to track player performance and assign rewards. Developed visual effects, shaders, and player trails, enhancing the game's visual appeal with fireworks, particle systems, and dynamic lighting. Produced the game's promotional trailer and organized auditions for voice narration, ensuring high-quality marketing materials.
- Created a 2D platformer centered around lighting as a game mechanic and organizational 3D puzzle game.

Web Development

- Implemented iterations of an social media website(as a Templated Static Site Generator, Server-side Dynamic Pages, and Client-side Dynamic Pages)
- Implemented a scalable search engine in the style of Google or Bing.

Machine Learning

- Implemented a Piazza forum post classifier with 93 % accuracy.
- Implemented fully connected and convolutional neural networks trained on CIFAR-10 dataset, achieving 65% accuracy ReLu activation function.
- Created a Connect-4 and an Othello agent using Monte Carlo Tree Search.