

REID TULL

Computer Science student at
UOttawa

Student computer scientist, I have done freelance work and small side projects for myself. I am a fast learner, as is required in my program, and have excellent communication skills.

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Technologies

Python - Excel - C# - JS
React - Next.js - C++ - HTML
CSS - Git - MS Suite - VS Code
Java - Premiere - Photoshop

Skills

- Trouble shooting and researching problems to find solutions
- Video editing, video and audio production, cinematography
- Public speaking, presentation preparation, writing
- Organization of people and events, leadership

In My Spare Time

I make nonsensical videos on my YouTube channel, which has over 3500 views across it. I have starred in multiple musical theater shows, and preformed in various concerts. I am musically inclined, and have made a variety of original compositions. I strive to continue to make a variety of new creative things

Education

2021- University of Ottawa

- Now
- Honours Bachelor of Science with Major in Computer Science and Minor in Mathematics
 - Current CGPA of 9.00

2017- Korah C.V.S, Sault Ste. Marie

- 2021
- Graduated with High Honours, Ontario Scholar Award, and the Theater Directors Award
 - Subject certificates in Computer Science, Music and Computers, and Musical Theater
 - Eric Namespetra Scholarship
 - Captain of the VRC robotics team
 - Musical Theater lead

Work Experience

2018- GNR Medical Clinic, Sault Ste. Marie

- 2020
- Booked and handled appointments, roomed patients and took basic medical measurements
 - Managed office, organized files, and provided help assembling and installing medical equipment

Projects

Better Bot

github.com/akaowen7/better_bot

- A Discord bot written in JS, then re-written in Python, that interacts with the Discord and YouTube API to play music in group calls.
- Manages downloads efficiently to avoid repeat downloads and to use as little disk space as possible
- Responds to discord emotes, creating a simple user interface

A Ways Down

akaowen.itch.io/a-ways-down

- Short 2D platformer game made over 2 weeks as a part of a game jam with friends.
- Made with Unity and C#, built on an object orientated, expandable codebase

My Website

reidtull.ca

- Small website to connect my various social media accounts
- Made with React and Next.js, hosted on Vercel
- Integrated Framer-Motion to create lively buttons and a more reactive design

Production Work

Korah C.V.S

- Produced, organized, edited and hosted my school's Holiday Concert video.
- Video production and staging of the school's Musical Production
- Created recording setup and recording software guides for people filming parts at-home
- Tracked equipment usage, took on tech support role