

Reed Everett

Computer Science – Software Engineering

Senior Computer Science major with robust experience in academic, extracurricular, and independent projects. Proficient in full-stack development, a diverse set of languages, development of 2D, 3D, and VR games, complex simulations & visualizations, desktop & CLI applications, and CI/CD websites.

Education

Bachelor of Science

Oregon State University, Senior Year

- Major: Computer Science
- Minor: Mathematics
- GPA: 3.99

Expected June 2026

Projects & Experience

Web App w/ DevOps Pipeline

Java, Spring Boot, AWS, WebGL

- Developed a dynamically-served & templated Spring Boot backend
- Features a custom interactive WebGL Navier-Stokes simulation
- Automated AWS webserver deployment via GitHub Actions

Simulations & Independent Games

C#, C++, Java, OpenGL, Unity

- Self-published two large-scale games made in Unity using C#
- Implemented particle & fluid simulations in OpenGL, WebGL, HLSL
- Created transformative plugins & mods using Java APIs

OS & Embedded Programming

C, Linux, SystemVerilog, x86

- Engineered core OS components in a custom kernel, including virtual memory management and efficient context switching
- Developed a custom Linux shell and CLI from scratch in C
- Created assembly, HDL gate logic for microcontrollers, FPGAs

VR Swordsmanship Training Application

C++, Unreal

- Designed & implemented core mechanics in year-long senior group project to create gamified XR education tools in Unreal Engine
- Collaborated with external expert to define technical requirements

Generative Typeface Research

Python, PyTorch

- Created a system of neural networks to synthesize typefaces
- Engineered contemporary deep learning GAN techniques
- Awarded second place for Intelligent Machines at WSSEF

Customer Service & Operations

July 2021—September 2025

- Multiple years experience at TechCity Bowl & Baymont Hotel
- Managed clients, resolved conflicts, ensured customer satisfaction

Contact Info

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Portfolio Website - reed.evertt.com

Selected Coursework

Data Structures

Digital Logic Design

Analysis of Algorithms

Software Engineering I & II

Operating Systems I & II

Computer Architecture

Web Development

Computer Graphics Shaders

Scientific Visualization

Programming Languages

C++ C

Java C#

Python JavaScript

GLSL HLSL

HTML CSS

x86 SQL

Leadership

Film Analysis Club at OSU

September 2024 — Present

- * President of recognized club
- * Directed weekly meetings
- * Managed club internals
- * Maintained a strong community