Reed Evertt

Computer Science — Software Engineering

Driven software engineer with 6 years of experience leveraging a suite of technical skills for diverse academic, extracurricular, and personal efforts. Labored as a full-stack developer with a menagerie of languages on 2D, 3D, and VR games, numerous desktop & CLI applications, a CI/CD website, and many artful personal projects.

Experience

Independent Game Developer 2019 — Present

- Self-published two large-scale video games
- Written hundreds of thousands of lines of C#, Java, C++, & more
- Produced professional code bases, dynamic game AI systems
- Designed and debugged complex algorithms & simulations
- Proficient in design/development workflow for multi-year projects

Co-Director September 2024 — June 2025
President June 2025 — Present
Film Analysis Club at OSU

- Lead a Recognized Student Organization at OSU; meets weekly
- Direct large group discussions about the diverse qualities of films
- Maintain a strong, personable on-campus and online community
- Regularly handle club promotion/paperwork with professionalism

Hobbyist Programmer 2018 — Present

- Worked in many modding/plugin APIs for games like Minecraft
- Implemented GPU fluid simulations, a custom kernel, web utilities
- Developed complex scripts for the CLI, Blender, and more

Second Place Winner
Washington State Science and Engineering Fair 2020 — 2021

- Awarded second place for Robotics and Intelligent Machines
- Developed generative neural networks to synthesize typefaces
- Researched contemporary machine learning literature
- Collaborated with an Associate Professor at UW

Education

Bachelor of Science Expected June 2026
Oregon State University

- Major: Computer Science
- Minor: Mathematics
- GPA: 3.99
- Senior
- Courses listed on opposite side

Contact

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Portfolio Website ------- reed.evertt.com

Technical Skills / Frameworks

Proficient in: front and backend of web development (Node.js & Spring frameworks), Unity (scripting, animation, graphics/compute shaders), advanced source control (CI/CD using GitHub Actions CI/CD), graphics and parallel programming APIs (OpenGL, WebGL, OpenCL, OpenMP), Linux Scripting/Command Line Interface, Blender (modelling, shading, compositing), and machine learning libraries (PyTorch, TensorFlow).

Programming Languages

- Java
- C#
- Python
- X86
- C++
- C
- GLSL
- HLSL
- JavaScript
- SQL
- HTML
- CSS

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