Reed Evertt

Computer Science — Software Engineering

Driven Computer Science major with a wealth of experience in academic, extracurricular, and personal projects. Portfolio includes work as a full-stack developer with a menagerie of languages, development of 2D, 3D, and VR games, numerous desktop & CLI applications, and a CI/CD website.

Education

Bachelor of Science Expected June 2026

Oregon State University, Senior Year

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

Experience

Independent Game Developer

- 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

Academic Projects

- Implemented a custom kernel, web utilities, and standalone apps
- Designed dynamically programmed, parallel-processed algorithms
- Deployed custom logic onto FPGAs and microcontrollers

Personal Projects

- Created GPU fluid & particle simulations, puzzle/maze generators
- Developed complex scripts for the CLI, Blender, and more
- Worked in many modding/plugin APIs for games like Minecraft

Activities

President, Co-Director September 2024 — 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

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

Contact

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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

* Java	* C++	* JS
* C#	* C	* SQL
* Python	* GLSL	* CSS
* X86	* HLSL	* HTML

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).