# Reid Layne

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#### linkedin.com/in/ReidLayne

#### EDUCATION

Texas Tech University

Aug. 2022 – May 2026

Bachelor of Engineering in Computer Science

Lubbock, TX

Maynooth University

July 2024 - June 2024 Object Oriented Programming

Maynooth, Ireland

Experience

Warehouse Specialist Clear Cube Technology

June 2019 – Aug. 2022

Cedar Park, TX

• Installed and tested proprietary operating system on zero clients, 50 to 80 per shift.

- Tracked inbound freight, and completed the first article of inspection.
- Added inventory to the ERP system and produced final acceptance reports.
- Built 70 to 100 small form factor computers during a standard shift.

## Projects

**D&D** Initiative Tracker | HTML, JavaScript, CSS, Git

Jan. 2025 – Jan. 2025

- \* Designed full website around tracker and storing user input.
- \* Using JavaScript the website will automatically sort each user input in a specific field in descending order at the press of a button.
- \* Created a round-by-round combat system to track each player's turn and what round of combat it is.

Wanted Poster Web App | Python, HTML, Pillows, Flask

Sept. 2024 - Sept. 2024

- \* Created Python and HTML scripts for Hackathon HackWesTX.
- \* Completed this project as a solo developer.
- \* The Python script used Flask and pillows to allow user input of images so they can be put onto a wanted poster with a random crime and random bounty.
- \* Used HTML to create a small submission box with a title as the front end of the project.

Rocket Launch System  $\mid C++, OOP, Design Patterns$ 

June 2024 - July 2024

- \* Implemented various design patterns such as Singleton, Factory, Builder, and Decorator to manage rocket creation and launch features.
- \* Integrated Memento pattern for capturing and restoring flight logs, enhancing the system's robustness.
- \* Designed a Ground Control Facade to manage the complex launch procedures through a simplified interface.
- \* Implemented a translation adapter to handle multilingual flight logs, ensuring global usability.

### TECHNICAL SKILLS

Languages: Intermediate Python, intermediate C/C++/C#, beginner HTML, beginner JavaScript

Developer Tools: Visual Studio, Matlab, Godot, Unity

Libraries: pandas, NumPy, Matplotlib, iostream

Certifications: Autodesk, Photoshop

Computer Skills: Davinci Resolve, Audacity, OBS, 3DS Max, Unity, Godot