Reid Layne

Lubbock, TX | (512) 952-2344 | reilayne@ttu.edu

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   June 2019 – Aug. 2022
Clear Cube Technology   *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 – Feb 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 Generator | *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 | *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: Python, C/C++/C#
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