# Reid Layne

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## EDUCATION

**Texas Tech University**                                         Aug. 2022 – May 2026
*Bachelor of Engineering in Computer Science, Minor in Math*                *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

**Rocket Launch System** | *C++, OOP, Design Patterns*            July 2024 – Aug. 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.

**Salem - RPG Mystery Game** | *Unity, C#, Photoshop, 3DS Max*        Aug. 2021 – May 2022
- Developed a player-driven murder mystery using Unity and C#.
- Designed a diverse set of NPC's and player interactions, totaling 800 dialogue options and 3 endings.
- Created 300 unique scenes and unique player models in Adobe Photoshop.

**Video Editing Scripts** | *Davinci Resolve, Python*            Dec. 2019 – July 2022
- Created a Python plugin for Davinci Resolve, made to create in-depth transitions and cutaways.
- Created a Python plugin for Davinci Resolve, made to automatically remove the background behind an object or person in the given scene to make a green screenable clip.
- Created several Python Macros for Davinci Resolve, used to automatically set audio clips to my desired levels with preset add-ons added to the files.

## TECHNICAL SKILLS

**Languages**: Python, C/C++/C#, R
**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
**Extracurricular activities**: TTU Super Smash Bros club, Intramural sports, Captain high school soccer