

# Joshua Reno

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## EXPERIENCE

### ENTERTAINMENT INTELLIGENCE LAB

Jan. 2018 – Present

*Undergraduate Researcher*

*Atlanta, GA*

- Publication: *Explainable PCGML via Game Design Patterns*, (accepted at EXAG 2018)
- Publication: *How Design of an AI-Driven Game Level Editor Affects Creators*, (submitted to CHI 2019)
- Using Procedural Content Generation via Machine Learning and CNNs to generate video game levels.
- Developing an explainable-AI agent for active learning co-creative collaboration in game level design.

### IBM WATSON

May 2018 – Aug. 2018

*Software Developer Intern*

*Littleton, MA*

- Worked on the Order Management Systems team on the Java based Inventory Visibility (IV) solution.
- Migrated the Marathon-Mesos-based IV to the Kubernetes and Docker-based IBM Cloud Private (ICP).
- Discovered a bug in ICP and took the initiative to help deliver patches with teams in three countries.
- Developed a Slack chatbot using Watson Conversation APIs with Node.js, Ruby, and Python.

## PROJECTS

### Junior Design – Automated Algorithm Design

Aug. 2018 – Present

- Studying the development of hybrid algorithms using evolutionary programming and machine learning.

### DeepFin

May. 2018 – Present

- Applying trading skills learned in Machine Learning for Trading to show technical indicators in Swift.

### Programmer – Trouble on Beryl Isle

Jan. 2018 – Apr. 2018

- Wrote code for an alien-tropical island-battle game in C# for VGDevs Spring 2018 as part of a team.

### Programmer – Nova Rush

Sep. 2017 – Nov. 2017

- Created a Unity-based spaceship-shooter game in C# for VGDevs Fall 2017 as part of a team.

### College of Computing Appathon

Oct. 2017

- Designed an Android app for battling internships based on PokemonGo and integrated the GoogleMaps API.

### HackGT 2017

Oct. 2017

- Wrote an iPhone app in Swift for tracking rat sightings as an extension to an Android app developed for class.

### StockMotion

May 2017 – Oct. 2017

- Developed a Java gesture recognition application for stocks using LeapMotion and a YahooFinance API.

### Level Designer – YeggQuest

Jan. 2017 – Apr. 2017

- Designed levels for a Unity-based game where a bird searches for eggs and colors for VGDevs Spring 2017.

### HackGTeeeny 2017

Jan. 2017

- Created a simple multiplayer visual iOS game using shifting targets and alternating colors.

### HackGT 2016

Sep. 2016

- Led a team to develop an Android app for planning work times based on college course-work.

### Moody's Mega Math Challenge

Feb. 2016 – Apr. 2016

- Modeled the statistical distribution of national driving patterns and car-sharing platforms using Markov chains.
- Top six among eleven-hundred national teams and delivered a report to mathematicians at a national gathering.

## EDUCATION

### Georgia Institute of Technology

Aug. 2016 – Dec. 2019

*Candidate for Bachelor of Science in Computer Science*

GPA: 3.61

Threads: Intelligence, Information Internetworks; Clubs: The Agency (AI), iOS Club, Programming Team, VGDevs

Fall 2018 Coursework: Computer Vision, Perception and Robotics, Applied Combinatorics, Information Security

Spring 2018 Coursework: Machine Learning for Trading, Systems & Networks, Design & Analysis of Algorithms

## SKILLS & INTERESTS

**Languages:** Java, Python, C, Swift, Assembly Language, R, C#, Objective-C, SQL, C++, JavaScript, CSS, HTML

**Technologies:** TensorFlow, Numpy, Pandas, Android, Docker, Kubernetes, Scikit-learn, Unity, Leap Motion, Git

**Interests:** video game development, hiking, mentoring, board games and puzzles, still life drawing