Kyle Reilly

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Entry-Level Computer Programmer

Summary

- Use of object-oriented programming principles with Java, C++, and UML
- Comfort with version control using Git and Github
- Experience with the design process as a production designer and the study of software design
- Complete project ownership of an independent band, including: team management, songwriting, archiving, scheduling, marketing, booking, sales, and small-scale database administration

Education

Oregon State University -- Corvallis, Oregon
- Pursuing Bachelor of Science in Computer Science
- Expected Graduation: July 2020
- Course Highlights: Data Structures, Web Development

City College of San Francisco -- San Francisco, CA
- Computer Programming: C++ Certificate of Achievement
- Computer Programming: Java Certificate of Achievement
- Capstone Project: Winedown: A commercial solution to connect users with interesting wineries.
- Course Highlights: C++, Java (SE and EE), Database Management using MySQL, Python, version control using Git and GitHub, discovery of Agile development techniques

UC Santa Cruz -- Santa Cruz, CA
- Bachelors of Music Major: Classical Guitar Performance 2012

Experience

- Internship: Slingshot Aerospace Summer 2018
  - Python, AWS, JIRA, Bitbucket, Web development with Python Flask
  - Data processing and Dataset correction
  - Algorithm and process development
  - Various computer vision projects
- Teacher Assistant in C++: Provided instructional support for the teaching of C++
  - Linux, C++ (gcc), Mac/Windows operating systems
  - individualized tutoring sessions
  - grading of coursework
  - email support for questions about the coursework
  - Code-review

Technology Summary

- Programming Languages: C++, Java, Python, JavaScript
- Cloud Platform: AWS
- Database experience: MySQL, MongoDB
- Python Experience: Flask
- JS experience: Express, Express-Handlebars
- Design and IDE tools: Vim, UML, Visual Studio
- Systems: Mac, Windows, Linux/Unix

Interests

- Music making and the creative process behind it.
- Augmented reality
- Neurotechnology
- Clear communication
- Games (board/computer/otherwise)
- Various action sports