

# KYLE REIDY

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## EDUCATION

### University of California, Los Angeles (UCLA)

Bachelor of Science, Major in Computer Science, Minor in Theater

Los Angeles, CA

June 2020

- GPA: 3.7

- Coursework: Software Engineering | Computer Graphics | Artificial Intelligence | Database Systems  
Art and Process of Entertainment Design | Emerging Technologies in Live Performance

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## SKILLS

*Programming Languages:* C | C++ | C# | Java | JavaScript | Python | Swift

*Development Software:* Unreal Engine 4 | Xcode | Visual Studio | Git

*Design Software:* Adobe Illustrator | Adobe Photoshop

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## WORK EXPERIENCE

### Thomson Reuters Elite

Culver City, CA

*Software Engineering Intern*

June 2019 to August 2019

- Implemented features, fixes, and tests for front end and back end of 3E business management software.
- Sped searches by over 9x on the server-side by implementing a hash table of search terms.
- Collaborated on a ten-person agile development team using the Scrum framework.
- Technologies/languages used: Angular, TypeScript, HTML, CSS, Jasmine, C#

### UCLA Residential Life

Los Angeles, CA

*Program Support Technician*

September 2018 to June 2020

- Set up and troubleshoot lighting and sound equipment with a team of 25 for on-campus shows and fairs.

### UCLA Bruin Marching Band

Los Angeles, CA

*Rank Leader*

September 2018 to June 2020

- Assisted in organizing 250 members of Marching Band and instructed in marching technique during rehearsals.
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## OTHER PROJECTS

### UCLA Center for Research in Media, Engineering and Performance (REMAP)

*The Man in the High Castle (A Most Favored Nation)*

March 2020 to December 2020

- Utilized the Unreal Engine to create the platform for a mixed-reality performance of an original theatrical piece set in the world of the Amazon Prime Video series *The Man in the High Castle*.
- Implemented and used a plugin, developing in both C++ and Blueprints, to translate OSC messages and trigger cues in the game world.

*Future Storytelling Summer Institute*

July 2020

- Developed a multiplayer platform for rehearsal and performance of a virtual theater adaptation of the Argentinian novel *La Invención de Morel*, using the Unreal Engine to integrate 2D video into a 3D world.
- Worked on a team of five developers within a twenty-five person team including writers, actors, and directors.
- Implemented user interface elements for menus, navigation, and player identification.

### UCLA Theater Department

*Sculpture Garden Tour / Mystery Game*

March 2019

- Collaborated with a team of six, including producers, writers, and an AR developer, to design an app-based guided tour of UCLA's Sculpture Garden featuring a mysterious story and puzzles.
- Learned Swift and advanced Xcode features to build a mock-up of the product for iOS.