

KYLE REIDY

(415) 539 - 8932 // kyle_reidy@prodigy.net // kreidy.me

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 | Operating Systems | Artificial Intelligence | Web Applications | Databases
Art and Process of Entertainment Design | Emerging Technologies in Live Performance

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

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.
- Frameworks/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 Engineering, Media 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.

Tau Beta Sigma, National Honorary Band Sorority

Family Tree

March 2020

- Developed a tool for members of UCLA's honorary band societies to track links to other members through extended family trees.
- Implemented an iterative deepening search in Javascript and a basic interface in HTML.

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.