KYLE REIDY

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EDUCATION

University of California, Los Angeles (UCLA)   Los Angeles, CA
Bachelor of Science, Major in Computer Science, Minor in Theater   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

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 troubleshot 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.

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*.
- Debugged and utilized 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.