

# KYLE REYES

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[Email](#) | [LinkedIn](#) | [GitHub](#) | (862)-596-4566

## EDUCATION

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**Brown University**, 4.00/4.00 GPA

Providence, RI | Expected May 2023

- *Sc.B. Mathematics-Computer Science*
- **Relevant Courses:** Computer Systems Security, Deep Learning, Computer Systems, Software Engineering, Statistical Inference I, Abstract Algebra, Honors Linear Algebra, Complex Analysis, Analysis: One Variable
- **Activities:** Starting sabre fencer for Brown's club (former NCAA Division 1) fencing program

## PROGRAMMING & TEACHING EXPERIENCE

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**Brown University**, *Undergraduate Teaching Assistant*

Aug 2020 – Apr 2021

- TAed for Accelerated Intro to CS (Pyret), Fundamentals of Comp. Systems (C, C++, Assembly)
- Learned C++ & implemented projects in preparation for the 2<sup>nd</sup> offering of Fundamentals of Comp. Systems
- Hosted weekly TA hours & lab sessions, answered student's questions online, debugged code, and provided feedback during grading

**VineyardAppCamp**, *Teaching Assistant*

Jul – Aug 2020

- Assisted instructors in teaching HTML, JavaScript, and React Native to 5-person classes on Zoom
- Supervised the creation process of students' iOS apps from brainstorming ideas to debugging their code

**Soham Sankaran**, *Software Engineer Intern*

Jun - Aug 2020

- Built Moodplex, a web app that produces social media post rankings based on comparisons made by its users, along with two other interns under Mr. Sankaran's supervision
- Acquired trending posts from Twitter, Reddit, YouTube, Imgur, and Hacker News APIs using Go that was then stored in a PostgreSQL database
- Managed frontend using HTML, CSS, and JavaScript

**Bits Bytes Code**, *Junior Counselor*

Madison, NJ | Jul 2018 - Aug 2019

- Led STEM classes of 10 children ranging from ages 6 to 11
- Assisted students in designing Scratch, MIT App Inventor, JavaScript, and engineering projects

## SKILLS

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**Languages:** Java, C, C++, Python, Go, Pyret, Racket, HTML, CSS, JavaScript, SQL, Bash, LaTeX

**Technologies:** Git, Docker, TensorFlow, PostgreSQL, Heroku, GDB, GCP | **Foreign Language:** Filipino (Fluent)

## COMPUTER SCIENCE PROJECTS

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**DeepKart64** ([GitHub](#))

Nov – Dec 2020

- Created a deep reinforcement learning agent that plays Mario Kart 64 for Deep Learning final project
- Built TensorFlow model using convolution, A2C method, and preexisting OpenAI gym wrapper
- Used Docker, TensorFlow, Google Cloud Platform

**ParselTongue** ([GitHub](#), [Demo](#))

Apr - May 2020

- Built a smart PageRank-based research paper parsing tool for Software Engineering final group project
- Implemented intelligent PDF text parsing using Java (other technologies used: Freemarker, Spark, MongoDB)