

KYLE REYES

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EDUCATION

Brown University, 4.00/4.00 GPA

Providence, RI | Expected May 2023

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

PROGRAMMING & TEACHING EXPERIENCE

Brown University, Undergraduate Teaching Assistant

Aug 2020 – Apr 2021

- TAed for [Accelerated Intro to CS \(Pyret\)](#), [Fundamentals of Comp. Systems](#) (C, C++, Assembly)
- Edited, implemented, and tested projects in preparation for the 2nd 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

SKILLS

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

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

COMPUTER SCIENCE PROJECTS

Hi, My Name is ... ([GitHub](#))

Jan 2021

- Created a unique name generator using an RNN in a group of four for Hack@Brown
- Generated names based on a given prefix, creativity level, and a similar sounding name
- Used HTML, CSS, JavaScript, Python, Flask

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)