KYLE REYES

Email | LinkedIn | GitHub | (862)-596-4566

EDUCATION

Brown University, 4.00/4.00 GPA   Providence, RI | Expected May 2023

- *Sc.B. Mathematics-Computer Science*
- **Relevant Courses**: Computer Systems Security, Deep Learning, Intro to 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

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

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

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

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)