KYLE REYES

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

EDUCATION

Brown University, 4.00/4.00 GPA

Providence, RI | Expected May 2023

- Sc.B. Mathematics-Computer Science
- Courses: Compilers & Program Analysis, Computer Systems Security, Deep Learning, Honors Linear Algebra, Honors Statistical Inference I, Intro to Computer Systems, Programming Languages, Software Engineering
- Activities: Co-captain of men's fencing team

PROGRAMMING & TEACHING EXPERIENCE

Amazon, Software Development Engineer Intern

May - Aug 2021

- Migrated a batch job used for the Amazon Prime Rewards Visa Card to an AWS infrastructure (CDK, CloudFormation, CloudWatch, Fargate, S3, VPC, SecretsManager)
- Lowered cost, enhanced security, resolved potential conflicts with other batch jobs using Java and TypeScript

Brown University, Undergraduate Teaching Assistant

Aug 2020 – Apr 2021

- TAed for <u>Accelerated Intro to CS</u> (Pyret), <u>Fundamentals of Comp. Systems</u> (C, C++, x64)
- 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, provided feedback during grading

Soham Sankaran, Software Engineer Intern

Jun - Aug 2020

- Co-built Moodplex, a web app that produces social media post rankings based on user comparisons
- 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, TypeScript, SQL, Bash, LaTeX, x64

Technologies: AWS, Docker, GDB, Git, TensorFlow | 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)