Meghan Reynolds

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EDUCATION

University of Illinois at Urbana-Champaign   Urbana, IL
Bachelor of Science in Computer Science and Philosophy, GPA: 3.93/4.0   *May 2024*
- Mathematics Minor
- Howard F. Crombie Award for academic merit and distinction in the study of philosophy
- Dean's List: Spring 2022, Spring 2021, Fall 2020

Dr. Justin Wakeland High School   Frisco, TX
Distinguished Level of Achievement Diploma, GPA: 3.97/4.0   *May 2020*

RELATED EXPERIENCE

Computer Graphics Software Engineering Intern   December 2021 - Present
Brunswick Boat Group & Brunswick i-Jet Lab
- Collaborate with boat designers to script a suite of tools with user-friendly interfaces in Python to enable them to integrate Unreal Engine 5 into their design process
- Lead VFX Software Engineer for the 2023 Brunswick Consumer Electronic Showcase exhibit
- Spearhead initiative to establish Perforce as the company standard Unreal version control system by creating robust tutorials and documentation. Interface with the IT department to integrate Perforce into relevant existing ecosystems
- Leverage the Mixed Reality capabilities of the Varjo XR-3 Headset to facilitate the testing of User-Advanced Driver Alert System interactions
- Implemented a department-wide code review process and created an accompanying Software Style & Testing Handbook
- Supported the Design Studio's Quarterly Business Review Presentation by creating an interactive Mixed Reality Boat Mock-up experience using Unreal Engine 5 and the Varjo XR-3 Headset

Software Engineering Intern   May 2021 - December 2021
Brunswick i-Jet Lab
- Created a real-time post-processing shader in HLSL with fully customizable parameters that mimics the user interface of an autonomous system for use in the Brunswick 2022 Consumer Electronic Showcase exhibit
- Synchronized and interfaced an Arduino controlling a stepper motor and an Unreal Camera using C# and Ventuz Software to create an XR Slider showcasing autonomy and user interface capabilities

Project Manager   January 2021 - May 2021
CS 196: Freshman Honors
- Led scoping, planning, and scheduling of software projects developed by the students
- Held weekly team meetings to evaluate team progress
- Held bi-weekly office hours on the topics of Git and Bash as well as the programming languages Python and Rust

ORGANIZATIONS

Association for Computing Machinery   August 2020 - Present
Mentor & Active Member
- Hosted a lecture on Bash for a group of incoming freshmen
- Oversaw and advised summer long book club reading texts at the intersection of Computer Science and Philosophy

Women In Engineering   August 2020 - Present
Mentor
- Mentor incoming freshmen to facilitate a smooth transition from high school to college by providing advice about university life as well as recommendations on how to get involved in student organizations and research
- Presented information session about internships and Co-ops to 400 first year students

RELATED COURSEWORK

CS 483: Applied Parallel Programming ● CS 374: Algorithms & Models of Computation ● CS 225: Data Structures
MATH 416: Abstract Linear Algebra ● CS 341: System Programming ● CS 126: Software Design Studio
CS 233: Computer Architecture ● MATH 241: Honors Calculus III ● MATH 285: Introductory Differential Equations
CS 498: Law & Policy Issues in Computer Science

SKILLS

Programming Languages: C++, Python, CUDA, Bash, HLSL, MIPS Assembly, Java, Javascript
Tools and Technologies: Unreal Engine 4 & 5, Perforce, Git, React, Raspberry Pi, Arduino, Azure Functions
Languages: English (Native Proficiency), Spanish (Professional Working Proficiency)