# 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
- 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

**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

**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

## RELATED COURSEWORK

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

## SKILLS

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