Ryan **Reede**

Software Engineer

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Summary

I am a recent graduate of Boston College with keen interests in Virtual Reality and Machine Learning. I am seeking a full-time role as an engineer at a company that takes pride in mentorship, entrepreneurship and building truly innovative products.

Education

Boston College // B.A. in Computer Science (3.2/4.0)   *Chestnut Hill, MA (2012 –December 2016)*

- Software Development Lead and Teaching Assistant: *JoyceStick (*VR adaptation of Joyce's *Ulysses*).
- Producer: *Mod of Cards*, six episode web series based on *House of Cards*
- Member: BC's NCAA D1 Swim team, CS Society, AHANA Hispanic professional club. VP: Hollywood Eagles club.
- Hackathons: Boston VR Meetup Spring Hackday, MIT 4-Day AR/VR Hackathon, HackHolyoke 2016.

Projects

- ***Simpsons Text Generation: RNN vs Markov*** *(Current)* Comparing a recurrent neural network (RNN) with a Markov chain to compare and contrast two different approaches to text generation. All development is being done in Python using Keras over a Theano backend for the RNN. The training data is a subset of over 25 seasons of *The Simpsons*. This project is being developed as a semester-long project for Machine Learning (CSCI3345) at Boston College.

- ***JoyceStick*** *(current):* VR adaptation of *Ulysses* being developed in Unity for HTC Vive by a class of 25 students from various backgrounds. My role as TA for this course includes scheduling development cycles (Agile) for five developers, gameplay engineering (C#), maintaining the engineering blog and acting as a liaison between other teams (sound design/3D modeling) to ensure all assets make it into the development environment properly. More: ***joycestick.bc.edu***

- ***Realtime Processing of Streaming Data for VR/AR Applications*** *(Spring 2016)* was one of 12 projects featured at Big Data Research Day in March 2016 at Boston College. This project utilized a Google Project Tango Device with a custom App to broadcast data, web-sockets, Kafka and Spark to show realtime quaternion transformations.

- ***Mod of Cards*** *(2014 – 2015) Mod of Cards* is the first college-based drama series to be created. As co-producer and D.o.P., I oversaw 28 speaking roles, managed 12 crew members and prepped/lit 78 unique locations to deliver six 30-min episodes to pay homage to *House of Cards* and challenge myself creatively. *Mod of Cards has* garnered over 20k views, thousands of Facebook fans and is the project at BC I'll remain most proud of. ***facebook.com/modofcards***

Experience

Ocean Lifeguard // Los Angeles County Fire Department   *Santa Monica, CA (2013 – current)*

- As a proud member of the most successful professional lifeguard agency in the world, I am tasked with ensuring the safety of each beachgoer. Having the backs of my fellow guards in addition to the peace of mind that they have mine is an empowering feeling that proves how vital proper communication and teamwork is.

Team Assistant // Boston Celtics   *Boston, MA (2012 - current)*

- I arrive early and stay late to each Celtics home game to ensure smooth operations for players, coaches, owners, fans, and the NBA. This opportunity has taught me indispensable lessons about hospitality, time-management, communication and transparency.

Co-founder, Creative Lead // Exposure Production   *Chestnut Hill, MA (2013 – 2016)*

- Exposure was founded to give the Boston College community better access to affordable, high-quality creative content. In just three years, Exposure was able to gross over $50,000 by producing hundreds of videos and forming relationships with numerous entities for repeat business such as the Carroll of School of Management (30 projects).

UI/UX Intern // Sync OnSet   *Hollywood, CA (Summer 2014)*

- Expanded Sync OnSet's software toolkit for studios by taking in feedback from industry professionals and seeing their visions through in mock web/mobile UI's (in Sketch and Photoshop). My project was the creation of the Locations feature for web and mobile with Trello as well as initial development for SyncOnSet's new parent site: ***wymsee.com***

Toolkit

Programming

- **Skilled:** Python (algorithms, automation, data processing numpy, matplotlib, sklearn), Java (OOP patterns), Unity (C#)
- **Knowledgeable:** C (memory management/structs/threads), Javascript (dataviz), Matlab, Spark, Kafka

Software

- **Skilled:** Github, Trello, Slack, Unity, Adobe CC (Photoshop, Illustrator, Premiere, After Effects), PTGui
- **Knowledgeable:** Unreal Engine, Xcode, Weka, 3DS Max, Fusion 360, Blender, Tableau, Excel, AWS, Linux