

# REED GUNN

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## EDUCATION

**Northwestern University**

*Bachelor of Science, Computer Science, GPA: 3.50/4.00*

**Evanston, IL**

*Sep 2023 - Jun 2027*

## SKILLS

**Languages:** Python, Java, C, C++, C#, HTML, MATLAB

**Technologies:** Git, GitHub

## EXPERIENCE

**Code Galaxy**

*Computer Science Instructor*

**Remote**

*Jun 2024 - Present*

- Taught fundamentals of computer science to kids in a virtual classroom through projects in Scratch and Minecraft Education

**Andrews Academy**

*STEM Camp Counselor*

**St. Louis, MO**

*Jun 2023 - Aug 2023*

- Worked with another counselor to plan and conduct engineering and math-themed projects for kids

## PROJECTS

**Sleep-Schedule-Generator App**

- Developed a sleep optimization app using Unity, integrating a National Sleep Foundation study to calculate optimal bedtime and sleep duration based on user inputs.
- Implemented an algorithm to provide personalized sleep recommendations, factoring in user's age, desired wake-up time, and time to fall asleep.
- Created a transparency feature allowing users to view the methodology and sources behind the algorithm; app available at <https://reedgunn.github.io/>.

**Worble App**

- Developed a customizable Wordle replica using Unity, allowing users to play with words ranging from 2 to 15 letters.
- Enhanced user experience by providing adjustable word length options, catering to various skill levels and preferences.
- Game available for play on my website at <https://reedgunn.github.io/>.

**Ping App**

- Created a classic Pong replica using Unity, featuring three difficulty levels with varying paddle sizes, ball sizes, and ball speeds.
- Implemented realistic physics, including friction effects and a competitive AI opponent, to enhance gameplay experience.
- Designed smooth score updates and a win/lose scene; game available at <https://reedgunn.github.io/>.