

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#, MATLAB

Technologies: Git, GitHub

EXPERIENCE

Code Galaxy

Remote

Computer Science Instructor

Jun 2024 - Sep 2024

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

Andrews Academy

St. Louis, MO

STEM Camp Counselor

Jun 2023 - Aug 2023

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

PROJECTS

Pong Game App

- Developed a replica of the classic video game Pong using the game engine Unity (C#), without using the physics engine
- Implemented friction between paddles and ball which affects movement of ball after collisions with paddles
- Player can choose from 3 difficulty levels, each of which have a different paddle size, ball size, and ball speed
- When game ends, player enters scene where they can choose to exit or return back to main menu

Sleep Schedule Generator App

- App created with the game engine Unity (C#) where user enters their birthday, how long it takes them to fall asleep, and their desired wakeup time, and outputs the best possible estimate for how much sleep they should get per night to the nearest 5 minutes
- Algorithm built from thorough analysis and interpretation of results from National Sleep Foundation study
- Includes a “look behind the scenes” page which cites sources and outlines methodology of algorithm