# **Reid Horuff**

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Education

#### Texas Tech University 2011 - present

Bachelor of Science in Computer Science

## **Open Source Work**

#### **Battle for Wesnoth**

Created a parser that converted the markup language used to specify game AI and level maps to the latest syntax Added additional tools and functionality to the map editor

### Haiku Operating System

Added missing math function to Haiku OS's math.h header for POSIX compliance

### VideoLAN Codebase Cleanup

Removed several non-fatal, compile time errors and warnings in VideoLan's C++ codebase

## **Personal Projects**

gdemu - An emulator, ROM disassembler, and debugger for the dcpu16 computer

iD3J - A Java library for reading ID3 metadata from mp3 files

**Shady** – A Google Chrome extension designed to help users manage their browsing history

**Reggae** – A fully functional regular expression engine

### **Work Experience**

Freelance Web Developer 2011 - present

Jackrabbit Mobile Contract Developer 2012 - present

### **Extra-Curricular Activities**

#### **FIRST Robotics**

I am the head programming mentor for the Texas Tech lead FIRST Robotics team.

### **Competitive Programming**

Google Code Jam, Facebook Hacker Cup, Stripe's Capture the Flag, and Project Euler.

# **Additional Skills and Technologies**

**Languages -** Java, Python, C, C++, JavaScript, PHP, LabView **Web -** HTML, HTML5, CSS, Django, jQuery, Twitter Bootstrap **Other Technologies -** Linux, Git version control, Glade, Gtk,