REILLY KEELE

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SKILLS

Languages C#, C++, Java, Python, JavaScript, SQL, HTML5/CSS3
Technologies ASP.NET MVC 5, .NET Core, SQL Server, Unity, Unreal Engine 4/5, Django

EXPERIENCE

Manitoba Agricultural Services Corporation – Brandon, MB

Programmer Analyst   *May 2022 – Present*
IT Development Student   *May 2020 – Apr 2022*

- Develop scalable web applications in an agile environment utilizing C#, ASP.NET MVC 5, .NET Core, HTML5/ CSS/JS to provide insurance programs for agricultural producers throughout the province.
- Design and document RESTful Web APIs that enable the integration of authorized third-party systems.
- Utilize SQL Server to write optimized queries, stored procedures, and functions to improve business logic performance resulting in more efficient data processing.
- Create comprehensive unit and integration tests to achieve 80% code coverage with Moq, xUnit.
- Leverage Azure DevOps to manage CI/CD pipelines, enabling a modular and streamlined deployment to multiple environments.

PROJECTS

Kario Kart (Video Game)

Game Programmer   *Sept 2022 – Dec 2022*

- Independently developed a *Mario Kart* clone game using C#, Unity, featuring two race modes and an engaging computer racer system.
- Implemented AI racer pathing using a behaviour tree approach for steering based on checkpoint-relative position, track alignment, and a short-range lookahead for item boxes to create a convincing computer bot.
- Designed and implemented a modular, maintainable UI system that emphasized usability and user feedback, resulting in a polished and intuitive interface.
- Employed event-driven patterns to reduce coupling and increase modularity, improving performance and enabling more flexible feature additions.
- Utilized scriptable objects to create easily modifiable components, allowing for greater designer control and customization.

Descension (Video Game)

Game Programmer, UI/UX Programmer   *Jan 2022 – Apr 2022*

- Designed and developed a dynamic top-down action/stealth game using C#, and Unity 2D.
- Contributed to all aspects of the codebase, with a primary focus on UI/UX design, input management, world state, and combat, while ensuring high codebase standards and maintainability.
- Streamlined the development process by establishing a CI/CD pipeline using Game CI and GitHub Actions, resulting in faster, more consistent multi-platform builds for PC and OS X in multiple environments.
- Efficiently managed project tasks and monitored development progress by utilizing Jira to divide features into assignable tasks and plan sprints, resulting in on-time milestone deliveries.

Social Distribution (Web App)

Full-Stack Developer   *Jan 2022 – Apr 2022*

- Collaborated with a team of four as a full-stack programmer to develop a distributed social networking app using Python, Django, AWS S3, GitHub Actions for CI/CD, and Heroku for deployment.
- Applied agile development practices such as TDD, incremental development, pair programming, and thorough code reviews to deliver scalable, high-quality software on time.
- Specialized in developing external REST API endpoints and hosting user-generated images in amazon AWS S3, while also contributing to front-end features including the friends list, timeline, and user profile.

EDUCATION

University of Alberta – Edmonton, AB   *Sep 2018 – Jun 2022*
Bachelor of Science Specialization Computing Science; Certificate in Computer Game Development