Reilly Keele

3rd year B.Sc. Specialization in Computing Science and Computer Game Development at the University of Alberta

Education

B.Sc. Computing Science, University of Alberta, Edmonton AB
September 2018 – Present

Employment History

IT Development Student, Manitoba Agricultural Services Crop., Brandon MB
May 2020 – August 2020
- Designed and maintained a web application with RESTful Web APIs using ASP.NET MVC 5 and MS SQL Server.
- Created unit & integration tests for new and existing features using xUnit.
- Reworked and maintained the generation of a responsive report for clients and staff using DevExtreme XtraReports.
- Helped automate large annual data rollover and data import tasks.
- Created an internal tool that allows admin staff to edit common lookup descriptions directly with DevExtreme MVC Controls.

Resident Assistant, University of Alberta Residence Services, Edmonton AB
August 2019 – April 2020
- Worked closely with a team of twenty other RAs throughout the school year to provide support to residents in a first-year residence community.
- Planned and organized monthly programs for upwards of forty people.
- Collaborated with a committee to plan, organize, and execute a residence-wide event focused on sexual health and relationship consent.
- Various administrative duties including incident reports, program proposals and conduct documentation.

Office Assistant, Apex Distribution, Brandon MB
June 2018 – August 2018, May 2019 – August 2019
- Created and maintained inventory spreadsheets using Microsoft Excel.
- Established cross-reference contract pricing spreadsheets to ensure accurate supply of materials.
- Gathered quotations from vendors through email correspondence.

Projects

Arrival (2020)
- Created a ride sharing app for Android using Java and Firebase Cloud Firestore in a small student development team.
- Utilized Cloud Firestore to update both drivers and riders in real-time

Growing Depths (2019)
- Cooperated with a multi-disciplinary team of six to conceptualize, develop and launch a game in the RPG Maker MV engine and JavaScript.
- Met various sprint time deadlines by practicing an incremental development process.

The Legend of Dungeon (2018)
- Game engine programmed in Java that procedurally generates an NES *Legend of Zelda* style dungeon layout.
- 1st place at the 2018 Brandon High School Computer Science Fair.

Details
Edmonton AB
204-761-3330
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Links
GitHub
  github.com/reillykeele
LinkedIn
  linkedin.com/in/reilly-keele

Skills
C#
C++
Java
Python
SQLite
HTML/CSS
JavaScript

Technologies
ASP.NET MVC 5
Unity
Unreal Engine 5

Certifications
Int. First Aid CPR Level C & AED
St. John Ambulance - August 2019

References
Justin Martin
SRA, ResLife UAlberta, Edmonton AB
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Cheryl Klimack
Teacher, Crocus Plains RSS, Brandon MB
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