# REILLY KEELE

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## SKILLS

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

## EXPERIENCE

**Manitoba Agricultural Services Crop. – Brandon, MB**
*Programmer Analyst*                                        *May 2022 – Present*
*IT Development Student*                                    *May 2020 – Apr 2022*
- Build, maintain, and debug frontend and backend features for web applications in an agile environment utilizing C#, ASP.NET MVC 5, .NET Core, MS SQL Server, Microsoft Azure, and IBM DB2.
- Develop, document, and maintain RESTful Web APIs that integrate with external Dynamics 365 systems.
- Contributed to an internal tool that identified, updated, and merged 20,000 duplicate records that resulted in 15% less data bloat.
- Led a large system upgrade from .NET Core 3.1 to .NET 6, improving performance and security.

**University of Alberta Residence Services – Edmonton, AB**
*Resident Assistant (RA)*                                   *Aug 2019 – Apr 2020*
- Worked closely with a team of twenty other RAs throughout the school year to provide support to students living in a first-year residence community.
- Facilitated weekly community meetings to communicate news, share recent highs and lows, and plan upcoming events.
- Collaborated with a committee to plan, organize, and execute a residence-wide event focused on sexual health and relationship consent.

## PROJECTS

**Kario Kart (Video Game)**
*Game Programmer*                                           *Sept 2022 – Dec 2022*
- Developed a *Mario Kart* clone game using Unity, featuring two race modes and AI racers.
- Utilized event-driven patterns to reduce coupling, increase modularity, and improve performance.
- Leveraged scriptable objects to allow greater designer control and create more modular, easily modifiable components.

**Descension (Video Game)**
*Game Programmer, UI/UX Programmer, Dev Ops Engineer*       *Jan 2022 – Apr 2022*
- Designed and developed a top-down action/stealth game built using Unity 2D, GitHub Actions, and Jira.
- Contributed to all aspects of the codebase, primarily focusing on UI/UX design and implementation, input management, world state, combat, and enforcing codebase standards and maintainability.
- Established a CI/CD pipeline using Game CI and GitHub Actions to streamline multi-platform builds for PC and OS X in Development and Production environments.
- Utilized Jira to divide features into assignable tasks, plan sprints, and track development progress.

**Social Distribution**
*Full-Stack Developer*                                      *Jan 2022 – Apr 2022*
- Worked as a full-stack programmer in a team of four 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 peer code reviews.
- Focused on hosting user-generated images in AWS S3 and developing external REST API endpoints.
- Contributed to miscellaneous front-end features, integrations, and bug fixes.

## EDUCATION

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