REILLY KEELE

(204) 761-3330 | reillykeele@gmail.com | linkedin.com/in/reilly-keele

SKILLS

Languages	C#, C++, Java, Python, JavaScript, SQL, HTML5/CSS3
Technologies	ASP.NET MVC 5, ASP.NET Core, Django, MS SQL Server, IBM DB2
Tools	Unity, Unreal Engine 4, Git, Azure DevOps, Docker, GitHub Actions CI/CD, Jira

EXPERIENCE

Manitoba Agricultural Services Crop. – Brandon, MB

IT Development Student - Casual   *Oct 2020 – Present*
IT Development Summer Student   *May 2020 – Aug 2020*
- Build and maintain a web application utilizing C#, ASP.NET MVC 5, and MS SQL Server.
- Integrate front-end elements using HTML, JavaScript, and Razor C#.
- Develop RESTful Web APIs to meet specifications and integrate with external systems.
- Debug and create SQL stored procedures and functions.
- Experience working with Visual Studio, MS SQL Server Management Studio, Azure DevOps, IBM DB2, and Microsoft Power BI.

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

Descension

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, but primarily focused on UI/UX design and implementation, input management, world state, combat, and codebase standards/management.
- Established a CI/CD pipeline using Game CI and GitHub Actions to streamline multi-platform builds.
- Faced adversity when the team's artist left the project mid-development and adapted as a group by reusing and modifying open source and free-to-use art assets to suit our vision.

Social Distribution

Full-Stack Developer   *Jan 2022 – Apr 2022*
- Worked as a full-stack programmer in a team of 4 to develop a distributed social networking app using Python, Django, AWS S3 for persistent image hosting, 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, but also contributed to miscellaneous front-end features, integrations, and bug fixes.

Here We Are

Programmer   *Sep 2020 – Dec 2020*
- Cooperated with a multi-disciplinary team of six to conceptualize, develop and launch a text-based narrative game built using Unity 2D and FMOD.
- Engineered a robust and responsive dialogue parsing engine with a proprietary markup language based on Yarn Spinner to drive a branching narrative and facilitate events in a format that was easy for our writers.

EDUCATION

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