

REILLY KEELE

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EDUCATION

University of Alberta – Edmonton, AB

Sept 2018 – June 2022

Bachelor of Science Specialization Computing Science; Certificate in Computer Game Development

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 develop 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, Dev Ops

Jan 2022 – Apr 2022

- Worked with a small team to design, develop and ship a top-down action/stealth game built using Unity 2D, GitHub Actions (Game CI), and Jira.
- 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, GitHub Actions, and Heroku.
- Applied agile development practices such as TDD, incremental development, pair programming, and thorough peer code reviews.

Here We Are

Programmer

Sept 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 to drive a branching narrative and facilitate story events in a format that was easy for our writers.

Arrival

Software Engineer

Jan 2020 – Apr 2020

- Developed a ride-sharing app for Android using Java and Firebase to update drivers and riders in real-time.

ADDITIONAL

Technical: C#, C++, Java, Python, JavaScript, SQL, HTML/CSS

Tools and Technologies: Unity, Unreal Engine 4