

# REILLY KEELE

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

## 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 created by consolidating databases that resulted in 15% less data bloat.

### 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 (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.

### Here We Are (Video Game)

*Game 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 tool with a proprietary markup language based on Yarn Spinner to drive a branching narrative and facilitate events in a format that was intuitive for our writers.

## EDUCATION

---

**University of Alberta – Edmonton, AB**

*Sep 2018 – Jun 2022*

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