

# Reo Matsuda

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## EDUCATION

### Texas A&M University

Aug. 2018 - Present

Cumulative GPA: 3.83 | Dean's Honor Roll | Graduation Date: May 2022

B.S. in Computer Science | Minor in Mathematics

## WORK EXPERIENCE

### Knowledge Based Systems Inc.

Jun. 2018 - Present

Software Developer Intern

College Station, TX

- Developed a VR & AR missile planning/training program in Unity for HTC Vive and Hololens 2.
- Refactored backend code to support new RESTful APIs and modified internal JSON data accordingly to read, write, and visualize data.
- Participated in weekly Scrum meetings and managed codebase/tasks through MS TFS and Git.

### NAC Image Technology

Jun. - Jul. 2021

Software Developer Intern

Remote

- Integrated Python scripts into Programmable Annotation Program (PAP) to dynamically apply image manipulations and annotations to videos captured on high-speed cameras.
- Applied multithreading and hashing to increase performance, halving the total runtime.
- Presented features to development leads and branch heads to display possibilities of integrated scripts.
- Developed linear profiling feature, pushed to production, and introduced to stakeholders.

### Interactive Educational Manipulatives (IEM) Lab

June - Aug. 2017

Research Intern

Texas A&M University

- Learned the mechanics behind Makey-Makey, a microcomputer that responds to touch, through hands-on creations and online tutorials.
- Created prototypes of IEM with contraptions and code with digital feedback.

## PROJECTS

### Texas A&M Grade Distribution Warehouse

May 2021 - Present

- Spun up a database hosted through Amazon Web Services that holds grade distribution data extracted from university distributed PDFs.
- Created a public REST API through AWS that can query all grade distribution data.

### Aggie-SAMA Website

Jun. - Aug. 2021

- A full stack project for a university student organization under Aggie Web Developers.
- Incorporated Express, EJS, MS SQL Server, and OAuth to provide a general frontpage and portal page for officers to dynamically update information on website.

### VizMat - VR

Feb. 2019

- A Virtual Reality program to aid higher level Material Science classes with visualizing complex molecular structures.
- Team project made during a 48-hour intensive team design project competition, Aggies Invent.
- Earned 3rd place overall, \$100 prize.

## SKILLS

**Proficient:** Javascript, React.js, Node, HTML, CSS, Python, Java

**Familiar:** Ruby on Rails, SQL, NoSQL (DynamoDB), AWS, C++, Haskell

**Tools:** Git, Postman, Figma

## EXTRACURRICULAR

### Aggie Web Developers

Met weekly with teams to work on projects throughout semester

### Japanese Language and Culture Club (President)

Held weekly meetings to teach and spread Japanese language to culture to students.