REED SCHICK

rns350@nyu.edu | 860-573-1603 | github.com/rns350 | linkedin.com/in/reed-schick-rns350

Education

NYU Class of 2020 Cum Laude | Bachelor of Computer Science | GPA 3.7

Relevant coursework in: Parallel Computing, Artificial Intelligence, Algorithmic Problem Solving, Open Source, Operating Systems, Probability and Statistics, Basic Algorithms, Computer Systems Organization, Calculus II, Data Structures

Relevant Experience

Tutor, Data Structures in Java | NYU | September 2019 – May 2020

- Familiarize 50 + students with Data Structures and Java concepts to help succeed in projects
- Train up to 15 students at a given time in subject matter to allow a quicker and more responsive work flow while working on coding projects.
- Facilitate tutoring for groups of 15+ students to maximize usefulness of sessions

Grader, Data Structures and Computer Systems | NYU | September 2018 – May 2020

- Review 4+ coding projects written by each professor to identify areas of improvement and to compose assignments to seriously and conceptually challenge students.
- Process 150+ student projects, tests, and homework per semester for conceptual understanding, correctness.
- Strengthen coding skills of 150+ students by providing strong feedback regarding areas of improvement and problems in logic flow.
- Develop 20+ proper tests for each project to stress student programs and inspect for logic errors.

SKILLS

Software

- Java, C, MPI, C++, Cuda, Python, C#, JavaScript, SQL, Windows, Linux, MacOS

Personal / Interpersonal

- Problem Solving, Teamwork, Communication, Persistence, Learning Quickly

Verbal Languages

- English (Native), Japanese (Intermediate)

PROJECTS

freeCodeCamp Open Source Contributor

- Designed novel educational content on 5 sorting algorithms to train a new generation of coders online as part of a team.
- Integrated 5 changes to JavaScript codebase and monitored workflow for engineering team to optimize efficiency of collaboration.

3.Fire Developer

- Developing a large, java-based shell program written to expedite running of Dungeons and Dragons 3.5 edition, containing over 1000 lines of code and over 20 class files.
- Compiled data sets for program usage, and implemented save and load process for long-term reliability and scale
- Building a Javafx based graphical interface for ease of usability of application.