Sebastian Reynolds

Portland, Oregon
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Portfolio: sbtnrey.com

EXPERIENCE

Legacy Health (Dow Neuroscience Lab), Portland — *Research Assistant 2*

December 2019 - Current

Digital signal processing, data preprocessing and analysis, 3d parts modeling and printing. Built Python applications utilizing Open Source libraries for scientific studies/experiments.

ECE Dept. (Teuscher-lab) PSU, Portland — *Undergraduate Researcher*

September 2017 - June 2019

Data manipulation and preprocessing, creation of data visualizations, web scrapers, data cleaning, and production of scientific tools written in python.

Computer Action Team PSU, Portland — *Volunteer Support Technician*

September 2015 - September 2016

Acted as technical support for faculty, staff, and students of the engineering building. This role included troubleshooting and solving various software and hardware problems ranging from Windows, Linux, and MAC workstations and servers.

Wunderland Arcade, Portland — *Attendant*

November 2012 - March 2014

Customer service role which facilitated ticket redemptions, counter admissions, and technical fixes for malfunctioning arcade games.

REFERENCES

References available upon request.

Skills and Technologies

Python
C/C++
C#
Java
CSS/HTML
Linux

Git
Unix/Linux CLI
Unity Game Engine
Flask
Blender

EDUCATION

Portland State University, Portland — *B.S. Computer Science*

September 2015 - June 2019

Portland Community College, Portland — *Associates of Science*

September 2011 - August 2015

PROJECTS

3D Music Videos

https://www.youtube.com/@sebulpa/videos

More recent set of projects creating simple animations using Unity3d to create music videos for select songs I've finished in the past.

Canon Arms VR

https://github.com/sbtnRey/Cannon-Arms-VR

A VR Shoot 'Em Up game utilizing the Unity game engine, in which one defends their island from incoming ships with cannon arms.
Demo: https://www.youtube.com/watch?v=X-YDfyDWEmE

Banshee Beam VR

https://github.com/sbtnRey/Banshee-Beam-VR

VR sound visualizer/projectile component that spawns and changes the color of a projectile based on the pitch of one's voice.
Demo: https://www.youtube.com/watch?v=DZXe3aoYR50

PUBLICATIONS

Application of a Simple, Spiking, Locally Competitive Algorithm to Radionuclide Identification

https://ieeexplore.ieee.org/document/9335987