

KYLE REIDY

(415) 539 - 8932 // kyle_reidy@prodigy.net // kreidy.me

EDUCATION

University of California, Los Angeles (UCLA)

Los Angeles, CA

Bachelor of Science, Major in Computer Science, Minor in Theater

June 2020

- GPA: 3.7
 - *Selected Coursework:* Web Applications | Computer Graphics | Art and Process of Entertainment Design | Emerging Technologies in Live Performance
-

SKILLS

Programming Languages / Frameworks: C++ | C | JavaScript | TypeScript | Python | Angular | React | Redux

Development Software: Unreal Engine | Visual Studio | Git | Perforce

Design Software: Adobe Illustrator | Adobe Photoshop

EXPERIENCE

Amazon, Global Security Operations

Irvine, CA

Software Development Engineer

September 2022 to Present

- Member of a six-person team of engineers who develop, deploy, and maintain a full software stack, used for emergency response and incident case management with Amazon employees and drivers.
- Work with UI/UX designers and product managers to build clean, easy-to-use web pages in React.
- Program backend site support with Node.js servers and AWS Lambda serverless compute service.
- Led development on a feature to autopopulate employee data into forms, which saved \$1M annually.
- Hold the team and myself to high standards through code reviews and my own refactors to ensure readability and maintainability across large codebases.

Heavy Iron Studios (A Keywords Studio)

Manhattan Beach, CA

Associate Game Programmer

March 2021 to September 2022

- Programmed in C++ source code and Unreal Blueprints to develop new features and fix bugs, primarily in gameplay and UI, for a high-profile game with millions of players and frequent content updates.
- Collaborated with artists, designers, producers, and QA to ensure enjoyable, polished player experiences.
- Conducted interviews and graded applicants' programming tests to assist in studio's hiring process.

UCLA Center for Research in Engineering, Media and Performance (REMAP)

A Most Favored Nation

March to December 2020, Fall 2021

- Utilized the Unreal Engine to create the platform for a mixed-reality performance of an original theatrical piece set in the world of the Amazon Prime Video series *The Man in the High Castle*.
- Debugged and utilized a plugin, developing in both C++ and Blueprints, to translate OSC messages and trigger cues in the game world.

UCLA Residential Life

Los Angeles, CA

Program Support Technician

September 2018 to June 2020

- Set up and troubleshoot lighting and sound equipment with a team of 25 for on-campus shows and fairs.

UCLA Bruin Marching Band

Los Angeles, CA

Rank Leader, Trumpet Section

September 2018 to June 2020

- Assisted in organizing 250 members of Marching Band and instructed in marching technique.