ERIC **REED**

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The strength of a good developer is not just what they know, but how quickly they can learn. Responsive to the demands of a challenging work setting. Adaptive to new technologies and standards of modern software development. Demonstrated ability in virtual reality simulations, autonomous vehicles systems, web apps, hybrid apps, mobile apps, and websites. Working knowledge of AGILE development principles. Ability to handle client facing roles in addition to full-stack development.

SKILLS

- Expertise in HTML, CSS, JS, PHP, jQuery, AJAX, XML, GitHub, RESTful Development.
- Developed with Python, C, C#, Java, UI/UX design, MySQL, PBASIC, Unity3d, UE4, Autodesk Maya, Google Cardboard, LAMP stacks, MEAN stacks, MVC architecture, and the Adobe Creative Suite.

- Extensively studied, created, and edited many forms of digital media including video shorts, images, and video games.
- Inventive full-stack developer that enjoys rapidly adopting new development environments, languages, and libraries.

EXPERIENCE

2015 TO 2016
DEVELOPER, NEW VIEW VR, LLC

Created development environment and workflow to transform existing structural design (CAD) files into an immersive virtual reality simulation in Unity3d utilizing C#, Google Cardboard and mobile devices, allowing full scale digital tours of structures not yet built on a cost-effective marketing platform.

2014
DEVELOPER, UNIVERSITY OF CENTRAL FLORIDA, DEPARTMENT OF PSYCHOLOIGY

Developed Virtual Reality Environments in Unreal Engine 4 utilizing an Oculus Rift Development Kit prior to its widespread release.

EDUCATION

2013-2017
UNIVRSITY OF CENTRAL FLORIDA

DIGITAL MEDIA, with a specialization in WEB DESIGN

Coursework entailed extensive HTML, CSS, JS, PHP, MySQL, jQuery, Flash, PBASIC, and miscellaneous JS libraries. Worked in team-based environments to create diverse projects using a range of digital media in addition to the creation of autonomous vehicles.

VOLUNTEER & EXTRA CURRICULAR

PRESENT

INDEPENDENT DEVELOPER

I am currently developing an autonomous vehicle command and control system drawing inspiration from the Real-Time Strategy (RTS) game user interfaces. My goal is to enable a single operator to manage multiple unmanned vehicles simultaneously using HTTPS and wireless internet service. Based on a MEAN stack, the back-end utilizes a personally developed RESTful server implementing a Model-View-Controller architecture. The front-end leverages Angular and Bootstrap for rapid development. Autonomous vehicles currently utilize Raspberry Pis, Arduinos, and NodeJS.

2014-2015

VOICE ACTOR, MORGONDAG

Voiced the main character in the PC game Rymdresa, published on Steam on August 20, 2015. Additionally conducted community outreach on launch.

2014-2015

TEAM ORGANIZER, UCF DOTA2 COLLEGIATE STAR LEAGUE

Organized a competitive Collegiate Starleague PC gaming team at UCF.

2011-2012

BUG REPORT MODERATOR, S2 GAMES

Responsibilities included curating and verifying the reproducibility of bug reports from the general playerbase in addition to moderating a public forum. Acted as a "Super Beta Tester" tasked with catching bugs before being released to closed beta testers, effectively acting as volunteer QA. I am exceptional in client facing roles due to this experience.

2001-2009

BOY SCOUTS OF AMERICA

I became acclimated to leadership roles in a team-based environment from a very early age. I perform outstandingly as a team member, and a team leader thanks to this upbringing.

2007

DUKE TIP

Selected by the Duke Talent Identification Program.

2005

YOUNG DEVELOPER

I created my first PC game using GameMaker with minor scripting at ten years of age. I loved software development then and I love it now.