

# Reed Evertt

*Computer Science – Software Engineering*

Senior Computer Science major with robust experience in academic, extracurricular, and independent projects. Proficient in full-stack development, a diverse set of languages, development of 2D, 3D, and VR games, complex simulations & visualizations, desktop & CLI applications, and CI/CD websites.

## Education

- Bachelor of Science** Expected June 2026  
Oregon State University, Senior Year
- Major: Computer Science
  - Minor: Mathematics
  - GPA: 3.99

## Projects & Experience

- Web App w/ DevOps Pipeline** *Java, Spring Boot, AWS, WebGL*
- Developed a dynamically-served & templated Spring Boot backend
  - Features a custom interactive WebGL Navier-Stokes simulation
  - Automated AWS webserver deployment via GitHub Actions

- Simulations & Independent Games** *C#, C++, Java, OpenGL, Unity*
- Self-published two large-scale games made in Unity using C#
  - Implemented particle & fluid simulations in OpenGL, WebGL, HLSL
  - Created transformative plugins & mods using Java APIs

- OS & Embedded Programming** *C, Linux, SystemVerilog, x86*
- Engineered core OS components in a custom kernel, including virtual memory management and efficient context switching
  - Developed a custom Linux shell and CLI from scratch in C
  - Created assembly, HDL gate logic for microcontrollers, FPGAs

- VR Swordsmanship Training Application** *C++, Unreal*
- Designed & implemented core mechanics in year-long senior group project to create gamified XR education tools in Unreal Engine
  - Collaborated with external expert to define technical requirements

- Generative Typeface Research** *Python, PyTorch*
- Created a system of neural networks to synthesize typefaces
  - Engineered contemporary deep learning GAN techniques
  - Awarded second place for Intelligent Machines at WSSEF

- Customer Service & Operations** *July 2021—September 2025*
- Multiple years experience at TechCity Bowl & Baymont Hotel
  - Managed clients, resolved conflicts, ensured customer satisfaction

## Contact Info

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## Selected Coursework

*Data Structures*  
*Digital Logic Design*  
*Analysis of Algorithms*  
*Software Engineering I & II*  
*Operating Systems I & II*  
*Computer Architecture*  
*Web Development*  
*Computer Graphics Shaders*  
*Scientific Visualization*

## Programming Languages

C++	C
Java	C#
Python	JavaScript
GLSL	HLSL
HTML	CSS
x86	SQL

## Leadership

- Film Analysis Club at OSU  
*September 2024 — Present*
- \* President of recognized club
  - \* Directed weekly meetings
  - \* Managed club internals
  - \* Maintained a strong community