



reidannin@gmail.com • 608.770.3467 • 3814 N Sheffield Ave, Apt. 2E Chicago, IL, 60613 • reidannin.com

ACADEMICS

DePaul University, Chicago, IL
BS in Computer Game Development, Sound Design Minor
University Honors Program Member
Graduated: June 2019 GPA: 3.9

SKILLS

Coding: GitHub, JavaScript, CSS, HTML, UE4 Blueprints
Game Development: Unreal Engine 4, Unity, Autodesk Maya
Sound Design: Pro Tools, Wwise, Audacity

EMPLOYMENT

Staff Technical Consultant

Oracle NetSuite, Chicago, IL, July 2019 – Present

- Codes customized solutions for business processes using JavaScript, CSS, and HTML
- Adapts quickly and is flexible in a fast-paced, constantly changing work environment
- Collaborates and communicates with project teams to ensure blockers are addressed and deadlines are met
- Manages multiple projects simultaneously and prioritizes work to ensure timelines are met
- Provides technical support to clients as required during and after implementation
- Communicates with clients and manages expectations

Instructor

iD Tech Summer Camps. Northwestern University. Evanston, IL, May 2018- August 2018

- Teaches campers ages 12-18 how to make games in Unreal Engine 4 culminating in a final project at the end of the week to showcase what the campers learned during the course.
- Leads activities and monitored campers ages 6-18.
- Prepares lesson plans for classes.

Lab Assistant

DePaul University College of Computing and Digital Media. Chicago, IL, September 2017- April 2019

- Assists computer lab users that are in need of guidance.
- Performs maintenance of computers and printers.