Joshua Reno

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EXPERIENCE

ENTERTAINMENT INTELLIGENCE LAB **Jan. 2018 – Present**

Undergraduate Researcher *Atlanta, GA*

- Publication: *Explainable PCGML via Game Design Patterns*, (accepted at EXAG 2018)
- Publication: *How Design of an AI-Driven Game Level Editor Affects Creators*, (accepted at CHI 2019)
- Using Procedural Content Generation via Machine Learning and CNNs to generate video game levels.
- Developing an explainable-AI agent for active learning co-creative collaboration in game level design.

IBM WATSON **May 2018 – Aug. 2018**

Software Developer Intern *Littleton, MA*

- Worked on the Order Management Systems team on the Java based Inventory Visibility (IV) solution.
- Migrated the Marathon-Mesos-based IV to the Kubernetes and Docker-based IBM Cloud Private (ICP).
- Discovered a bug in ICP and took the initiative to help deliver patches with teams in three countries.
- Developed a Slack chatbot using Watson Conversation APIs with Node.js, Ruby, and Python.

PROJECTS

Junior Design – Automated Algorithm Design **Aug. 2018 – Present**

- Studying the development of hybrid algorithms using evolutionary programming and machine learning.

DeepFin **May. 2018 – Present**

- Applying trading skills learned in Machine Learning for Trading to show technical indicators in Swift.

Programmer – Trouble on Beryl Isle **Jan. 2018 – Apr. 2018**

- Wrote code for an alien-tropical island-battle game in C# for VGDevs Spring 2018 as part of a team.

Programmer – Nova Rush **Sep. 2017 – Nov. 2017**

- Created a Unity-based spaceship-shooter game in C# for VGDevs Fall 2017 as part of a team.

College of Computing Appathon **Oct. 2017**

- Designed an Android app for battling internships based on PokemonGo and integrated the GoogleMaps API.

HackGT 2017 **Oct. 2017**

- Wrote an iPhone app in Swift for tracking rat sightings as an extension to an Android app developed for class.

StockMotion **May 2017 – Oct. 2017**

- Developed a Java gesture recognition application for stocks using LeapMotion and a YahooFinance API.

Level Designer – YeggQuest **Jan. 2017 – Apr. 2017**

- Designed levels for a Unity-based game where a bird searches for eggs and colors for VGDevs Spring 2017.

HackGTeeny 2017 **Jan. 2017**

- Created a simple multiplayer visual iOS game using shifting targets and alternating colors.

HackGT 2016 **Sep. 2016**

- Led a team to develop an Android app for planning work times based on college course-work.

Moody's Mega Math Challenge **Feb. 2016 – Apr. 2016**

- Modeled the statistical distribution of national driving patterns and car-sharing platforms using Markov chains.
- Top six among eleven-hundred national teams and delivered a report to mathematicians at a national gathering.

EDUCATION

Georgia Institute of Technology **Aug. 2016 – Dec. 2019**

Candidate for Bachelor of Science in Computer Science GPA: 3.76

Threads: Intelligence, Information Internetworks; Clubs: The Agency (AI), iOS Club, Programming Team, VGDevs
Fall 2018 Coursework: Computer Vision, Perception and Robotics, Applied Combinatorics, Information Security
Spring 2018 Coursework: Machine Learning for Trading, Systems & Networks, Design & Analysis of Algorithms

SKILLS & INTERESTS

Languages: Java, Python, C, Swift, Assembly Language, R, C#, Objective-C, SQL, C++, JavaScript, CSS, HTML
Technologies: TensorFlow, Numpy, Pandas, Android, Docker, Kubernetes, Scikit-learn, Unity, Leap Motion, Git
Interests: video game development, hiking, mentoring, board games and puzzles, still life drawing