

Em K Reishus

Contact: emmakarinr@gmail.com

Portfolio: www.reishus.net

Work Experience

Jackbox Games: Programming Intern, September 2017 – December 2017; Quality Assurance Tester, August 2016 – August 2017

- Create 4 new and revamp 4 existing post-game galleries using HTML5, JavaScript, the React library, and a store API which allow users to share results and buy customized merchandise depicting in-game creations
- Assist in complete redesign of an existing game for thousands of mobile players at major sporting events using ActionScript in Adobe Flash Builder, modify animations in Flash Professional, and learn and use in-house flowchart and audio integration tools
- Test, write thorough bug reports, and confirm fixes for 10+ multiplayer games (including *The Jackbox Party Pack 3* and *4* games) on Nintendo Switch, Playstation 4, Xbox One, Steam (PC and Mac), and several smart TVs
- Assist in the proposal process for the games in *The Jackbox Party Pack 4* and *5* (currently in development) including testing and providing feedback for many rule changes and iterations of each

Xpress Natural Gas: Market Analysis Intern, June 2014 – November 2014

- Research potential markets by compiling data from a wide variety of sources including several existing data sets, natural gas pipeline maps, and by planning and conducting a stratified sample of potential clients
- Analyze results and create data visualizations to convey the findings to the management team
- Create and give three company-wide presentations on my findings and advise sales team on locations for expansion based on research and analysis of multiple potential markets

MIT's Kavli Institute for Astrophysics and Space Research: Research Assistant, Summer 2013

- Complete a web interface for graphing information from a MySQL database of Chandra Satellite X-ray Observations using JavaScript, PHP, and HTML5
- Enhance readability and clarity of data visualizations displayed by this interface
- Assist in calibration of polarizing X-ray mirrors and experimental data collection, including inspecting and preparing the graphical outputs for submission

University of Chicago Department of Astronomy and Astrophysics: Research Intern, Spring 2013

- Plan and aid in development of a MySQL database of supernovae shocks

Education

University of Chicago Class of 2016: B.A. in Statistics with General Honors, GPA: 3.63, Dean's List

- Relevant Coursework: Honors Intro to Computer Science 1 & 2; Intro to Computer Systems; Foundations of Software; Visual Language: On Images; Digital Narratives; Data and Algorithm in Art; Data Visualizations; Intro to Analysis and Linear Algebra; Vector Calculus; Math for Physical Sciences 1 & 2; Statistical Models and Methods; Differential Equations; Probability; Numerical Linear Algebra; Statistical Theory and Methods 1 & 2; Applied Regression Analysis; Linear Models and Experimental Design; Analysis of Categorical Variables
- Grader for the Statistics Department

Relevant Skills

Experience in Excel, PowerPoint, Word, HTML5, LaTeX, Adobe Photoshop, Linux Systems, OpenGL, JIRA, Trello, Unity, Visual Studio, Node.js, React, Console Dev Kits (PS4, Xbox One, Switch), Adobe Flash Builder, Flash Professional

Languages: C++, C#, Python, JavaScript, R, MySQL, PHP, C, Java, Processing, ActionScript, Haskell, Norwegian (2 years)

Leadership and Awards

Microsoft Xbox's Women in Gaming: Essay Contest Winner, 2016

- Awarded an All-Access Pass to the 2016 Game Developers Conference in San Francisco, CA
- Awarded a VIP ticket to the annual Women in Gaming Luncheon; invited to attend again in 2017

University of Chicago Scavenger Hunt: Team Leadership, 2014 – 2017

- Science and Computing Division Head: 2nd place team, 2014, Page Captain: 1st place team, 2015, 2016, 2017

University of Chicago Fencing Team: Starting Member, 2012 – 2016

- Member of the Officers Board: Webmaster, 2013 – 2014, Secretary 2014 – 2016

Winchester HS Autonomous Robotics Team: 4th (of 57) in the 2012 Botball Double Elimination tournament

- Judges' choice award for Outstanding Engineering at the 2012 Global Conference on Educational Robotics