# **Drew Lickman - Entrepreneurial Founder**

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## **SUMMARY**

Innovative entrepreneurial co-founder with expertise in immersive experience design and technology development. Combines creative vision with technical skills to build engaging user experiences. Demonstrated success in project management, team leadership, and business development, with a strong foundation in computer science and entrepreneurship.

## **EDUCATION**

## B.S in Computer Science & Minor in Entrepreneurship @ Middle Tennessee State University

August 2020 - December 2024

3.6 GPA | Dean's List 4 times

**Key Coursework:** Entrepreneurship, Finance, Management, Marketing, Data Analysis, Software Engineering, Artificial Intelligence, Natural Language Processing, Data Structures & Algorithms

## **ENTREPRENEURIAL EXPERIENCE**

## Founder | D8 Knight

January 2024 - Present

- Founded and led development of an innovative startup focused on creating immersive mixed reality experiences, combining interactive storytelling with thematic entertainment, cuisine, and souvenirs
- Designed and developed engaging user experiences through innovative gameplay mechanics and storytelling techniques
- Utilized rapid prototyping and agile methodologies to iterate on game concepts and enhance user engagement
- Conducted comprehensive market research to identify trends in immersive entertainment and ensure productmarket fit
- Managed all aspects of business development including project timelines, deliverables, and strategic planning
- Built and maintained relationships with stakeholders, potential partners, and early adopters

#### **PROJECTS**

#### **Natural Language Processing: FOMC Analysis**

Fall 2024

- Created an NLP pipeline for text preprocessing and analysis, enhancing data quality for machine learning models
- Implemented various text analysis techniques, including summarization, sentiment analysis, and questionanswering
- github.com/DrewLickman/NLP/tree/main/Projects/Project\_7\_Pipelines

2D Platformer: "Code Runner"

Spring 2024

- Led 5-person team to create Unity 2d platforming video game, managing project via GitHub and Trello
- Programmed core mechanics including player movement and enemy Al systems
- github.com/DrewLickman/Code-Runner

## PROFESSIONAL EXPERIENCE

## Student Technology Assistant (Team Leader) | MTSU Walker Library

Spring 2022 - Winter 2025

As a Student Technology Assistant (Team Leader), I spearheaded technological initiatives and led team development efforts. My role focused on implementing innovative solutions while maintaining high standards of technical support and training.

- Led development of interactive educational tools, enhancing user experience through innovative design
- Trained and mentored team members on emerging technologies and best practices
- Created comprehensive documentation and training materials to improve team efficiency

### Club Officer & Secretary | MTSU Esports Club

2020 - 2022

- Organized and executed successful online and in-person gaming events, increasing club membership through strategic initiatives and coordinated club leadership
- Developed engagement strategies that enhanced member participation and community building
- Received "Outstanding Student" medal for exceptional contributions to club growth and event success

## **SKILLS**

- Technical Skills: Python, C#, C++, JavaScript, HTML/CSS, Unity, Unreal Engine, Git Version Control
- Business & Creative: Immersive Experience Design, Game Design, Business Development, Market Research, Project Management
- Tools & Software: Adobe Creative Suite (Photoshop, Premiere Pro, Illustrator), Microsoft Office Suite, Trello, Notion
- Leadership & Soft Skills: Team Leadership, Strategic Planning, Problem-Solving, Communication,
  Adaptability, Initiative