

Wren Erickson

(612) 601-2529

wrennicoleerickson@gmail.com

EXPERIENCE

Code Ninjas – *Lead Sensei*

Since May 2019

Teach Programming to kids age 7-14, Outline and Document specific procedures, Administrate the dojo, Develop relationships with clients, Make outgoing sales calls, Hold Tours.

MSUM College for Kids and Teens – *Teacher*

June and July 2019 - Contract

Assisted with 2 week long courses for 2d Game Development. Facilitated a weeklong course for 3D Game Development using unity.

NDSU Center for 4-H Youth Development – *Instructor at CMS Afterschool STEM Program*

Since January 2019

Helped teach middle school level children STEM concepts such as game development, CAD, 3D printing, engineering, and more.

Archenemy Interactive, Fargo ND — *Co-Founder*

Since May 2017

Started an XR and Game Development studio.

Integrity Windows, Fargo ND — *Production Associate*

May 2018 - September 2018

Worked with a team to assemble windows in a fast paced environment

NDSU Department of Geosciences, Fargo ND — *AR Sandbox Developer*

December 2017 - 40 Hour Contract

Designed and implemented a GUI to increase the ease of use for the end user.

NDSU Food Services, Fargo ND — *Retail Associate*

May 2013 - August 2016

Worked the till, tracked customer orders, prepared food,

D'Shannon Aviation, Buffalo MN — *Systems Administrator, Web Developer, CAD User*

May 2013 - August 2016

Provided preventative maintenance and upgrades. Built custom computers for company use. Developed company website

EDUCATION

NDSU, Fargo ND — *Computer Science*

Fall 2016 - December 2017

Temporary withdrawal, returning Spring 2020.

Monticello High School, Monticello MN — *High School Diploma*

Graduated 2016

PROJECTS

Gallery VR — *March 2019*

Created a VR art archival experience for NDSU's Memorial Union Gallery.

Discovering Science AR — *January 2019*

Created an AR companion app for a textbook, features various 3D models, diagrams and animations.

UCodeGirl Crack the Code VR Tech Camp — *June 2018*

Taught young girls how to make VR applications using unity and google cardboard.

AR Sandbox GUI — *December 2017*

Designed and implemented a GUI to increase the ease of use for the end user of NDSU's AR Sandboxes.

AWARDS

- 1st Place Winner Fargo Game Jam 2018
- 1st Place Winner of Fargo Public Safety Hackathon. 2018
- 2nd Place Winner of Digi-key Collegiate Computing Competition 2017 (\$3000 Prize)
- 2nd Place Winner of Fargo Public Safety Hackathon 2017
- 1st Place Winner of NDSU's First Annual Byte-le Royale AI Programming Competition 2018
- 1st Place Winner of Fargo Game Jam 2017

SKILLS

Computer Assembly, Computer Maintenance, VR Game Development, Programming (C#, Java, PHP, HTML, CSS, SQL), Web Development (Wordpress, Drupal, Bootstrap), Linux, Microsoft Office, Adobe CS

Languages

English - Native Speaker

Japanese = ~6 Months