JACK ATKINSON

COMPUTER PROGRAMMER AND SOFTWARE DEVELOPER

CONTACT

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- https://jackpatkinson4.github.io/jack-atkinson-portfolio/

EDUCATION

Georgia Institute of Technology
Graduated May 2024
- Bachelor of Science in Computer Science (Threads in Media and Intelligence)
- Major GPA: 3.34/4.00
- Graduated with Honor
- Dean's List from Fall 2020 to Spring 2023

SKILLS

Common Skills: Communication, Teamwork, Creativity, Problem-Solving, Critical Thinking, Troubleshooting, Adaptability

Programming Languages: Java, C, C++, C#, Python, HTML, CSS, JavaScript

Industry Skills: Object-Oriented Programming, Design Patterns, Unit Testing, Version Control, Agile Development

Concepts: Computer Graphics, Artificial Intelligence, Video Game Design, Software Development

Technologies: Microsoft Windows, Linux, Git, GitHub, Visual Studio, VS Code, IntelliJ IDEA, Eclipse IDE, Unity, Godot Engine, Unreal Engine, Blender, Adobe Creative Suite

Project Management: Microsoft Office, Google Docs, Jira, Trello, Miro, UML, Slack

ABOUT ME

Computer programmer with interests in digital software engineering, artificial intelligence, data science, and digital media among others. I pride myself in my collaborative skills and my ability to approach every problem as a learning opportunity. Currently looking for a possible work opportunity to harness my skills in computer programming and software development.

WORK EXPERIENCE

Ocado Technology, Atlanta, GA, a global, technology business that is redefining ecommerce, fulfilment and logistics in online grocery and beyond.
IT Operational Support Specialist COE | July 2024 – April 2025
- Managed business system performance, incident resolution, and technical support within health and safety guidelines, serving as the primary liaison between clients and engineering teams.
- Proactively identified and managed system faults and technical issues, ensuring timely resolution through effective communication and close collaboration with engineering and technology teams.
- Analyzed system performance, managed ticketing workflows, prioritized critical recoveries, and investigated failures, serving as the technical liaison for onsite and offsite teams to improve operational efficiency and service quality.
- Adapted quickly to new technologies and trained team members on their functionality, resulting in recognition with the STAR Award for outstanding contribution.

PROJECTS

Hammurabi
VGDev, Atlanta, GA | Spring 2024
- Collaborated on a semester-long group project with VGDev at Georgia Tech, culminating in a showcase presentation at the club's end-of-semester demo.
- Contributed to the development of a mechanics-focused 2D side-scrolling platformer using the Unity Engine, with scripting in C#, sprite-work in Aseprite, and level design in Tiled.
- Assisted in the programming of several game mechanics that would later be featured in the final game, leading to my name being featured in the credits of the official demo.

The Cowboy Quokka
Georgia Tech, Atlanta, GA | November 2023
- Collaborated with a team of five on a group project for the CS 4455: Video Game Design course at Georgia Tech.
- Developed a prototype 3D platformer using the Unity Engine, with scripting in C# and 3D modeling in Blender.
- Led weekly project meetings, tracked progress, and delegated tasks to team members to ensure timely delivery.
- Designed and implemented key game features, including the User Interface, Dialogue System, and Health Bar, contributing to the overall gameplay experience.