

# Hakeem Lingo

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## Education

### Georgia Institute of Technology

Bachelor of Science in Computational Media

Atlanta, GA

August 2021 - May 2025 (expected)

## Skills

Programming Languages:	Java, C#, Python
Software & Tools:	Unreal Engine, Unity, Blender, Microsoft Suite
Web & Database Technologies:	JavaScript, Spring Boot, HTML/CSS, React, SQL, REST APIs, Github, Docker, VS Code
Adobe Creative Suite:	After Effects, Premiere Pro, Photoshop, Illustrator

## Work Experience

<b>CineInnovate Studios VIP</b>	<b>Unreal Engine Director</b>	<i>Jan. 2024 - Present</i>
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- Team transforming a live-action script into a high-quality visual animation using Unreal Engine.
- Mentored and developed team members, teaching them new software skills in Unreal Engine, contributing to technical growth and collaboration.
- Facilitated collaboration between teams, implementing clear communication and assistance to ensure project goals are met.
- Oversaw the integration of complex assets and animations into a cohesive digital environment, applying best practices in software and project management.

## Projects

<b>CheapGamer</b>	<b>Fullstack Developer</b>	<i>Java, React, Spring Boot</i>	<i>Present</i>
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- A full-stack project that integrates the CheapShark API allowing users to search for games by title and prices.
- Price comparison logic to process data across multiple platforms, applying control structures and loops to display optimal deals and help users make informed decisions.

<b>LibraryBot</b>	<b>Fullstack Developer</b>	<i>Java, React, Spring Boot, SQL</i>	<i>Present</i>
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- A full-stack library management system that integrates the OpenLibrary API, allowing users to search and manage books.
- Users can add and remove books to a personal wishlist for easy tracking.
- Integrates SQL for database management and unit tests to ensure reliability and scalability.

<b>Android Studio Dungeon RPG</b>	<b>Backend Developer</b>	<i>Java, Android Studio</i>	<i>Jan. 2023 - May 2023</i>
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- Android Studio project with class selection, dungeon navigation, and combat mechanics.
- Agile sprints for iterative development
- Applied SOLID principles to manage changing game states and different character classes without altering existing code.
- Applied GRASP patterns to delegate responsibilities to code for a responsive UI that updates health, mana, and game outcomes.

<b>Interactive Retail Experience</b>	<b>Programmer/Designer</b>	<i>Unity</i>	<i>February 2024 - March 2024</i>
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- Interactive Unity experience featuring item collection, object interaction and successive Quick Time Event challenges backed by arrays using conditional logic during iteration.
- Created classes and interfaces and used inheritance to create modular and reusable character behaviors.
- Applied conditional logic and loops to manage game flow, such as triggering actions based on player input, location or game events.

<b>Freddy Krueger Interactive Game</b>	<b>Programmer/Designer</b>	<i>Unity</i>	<i>April 2024- June 2024</i>
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- Interactive Unity game featuring object interaction and clue-based navigation.
- Leveraged state machines to dynamically adjust cutscenes and game flow based on player decisions.

## Related Coursework

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|----------------------------------|-----------------------------|-------------------------|
| • Data Structures and Algorithms | • Linear Algebra            | • Differential Calculus |
| • Team Based Software Design     | • Intro to Computing (Java) | • Integral Calculus     |