

# Hakeem Lingo

hakeemlingo@gmail.com ❖ (678) 993-4007 ❖ Atlanta, GA ❖ [Portfolio](https://keeml.github.io/portfolio/)

## EDUCATION

<https://keeml.github.io/portfolio/>

**Georgia Institute of Technology**

*Bachelor of Science in Computational Media*

**Expected May 2025**

*Atlanta, GA*

## TECHNICAL SKILLS

- **Programming Skills:** Java, JavaScript, C, C++, C#, Python, Git
- **Design Skills:** After Effects, Photoshop, Illustrator
- **Animation Skills:** Unity, Unreal Engine, Blender

## RELEVANT COURSES & PROJECTS

### Computer Science - Data Structures and Algorithms

*Coding Language: Java, JavaScript*

- Worked with data structures used in software development by coding implementations to solve software engineering challenges and optimize program efficiency.
- Developed skills in individual Java programming through weekly assignments.

### Computer Science - Introduction to Object-Oriented Programming

*Coding Language: Java, JavaScript*

- Completed weekly assignments that tested knowledge of Java and connections between coding concepts.
- Created, selected, and utilized appropriate algorithms and data structures in Java programs.

### Computer Science - Introduction to Media Device Architectures

*Coding Language: C*

- Wrote C programs that manipulate device hardware and perform logical functions to create multiple games throughout the semester.
- Applied data representation to convert different formats in C data structures.

### Android Studio Game Development Project

- Applied standard design principles and patterns to ensure code modularity and maintainability.
- Designed intuitive user interfaces (UI) and engaging user experiences (UX) by integrating design principles and user feedback into the iterative development cycle.
- Implemented agile development methodologies in a collaborative environment.

### CineInnovation Studios VIP Project

- Used Blender and Unreal Engine to prepare the transformation of a script into a live animation.
  - Modeled, rigged, and animated characters in Blender for exporting to Unreal.
  - Completed character animation, set design, and asset creation for scenes in Unreal.

## WORK EXPERIENCE

**Old Navy**

*Sales Cashier*

**Oct. 2019 – Dec. 2022**

*Atlanta, GA*

- Excelled in credit card and phone number reward signups.
  - Among the top 3 on the board in credit card signups, among veteran cashiers.
  - Held a baseline 60% success rate in convincing customer signup for rewards.
- Provided smooth, seamless checkout experiences for customers, notably during rush hours and holidays.