

D. EVERETT HINTON

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Divinity Servers, <i>CEO, Director, Developer, Backend Management, Customer Interaction, Linux Machines</i>	2014 to 2018
Self-Employed, <i>Freelance Programmer, gLUA, C++, C#, Python, PHP, HTML/CSS, JavaScript, Java, Web Design</i>	2013 to 2017
Armstrong State University, <i>Undergraduate Researcher, Mathematics Research, Elliptical Curves over Finite Fields</i>	2017 to 2018
USC Viterbi School of Engineering, <i>Network & Camera Operator, Professional Environment</i>	2018 to Present
Eclipse, <i>2D Development, MMORPG Development, Visual Basic 6</i>	2009 to 2013
Source Engine, <i>3D Development, C++ Coding, Level Design, Visual Studio, Hammer</i>	2013 to Present
Unity, <i>Development in C# & JS, Game Design, Lead Developer for Project(s)</i>	2013 to Present
Unreal Engine, <i>Unreal Engine 4 Design Tools, C# & Blueprint, Engine of Choice</i>	2013 to Present
Garrysmod, <i>Server Management, Level Design and Publishing, Game Development, gLUA, Object Oriented</i>	2013 to Present
H.V. Jenkins Engineering Program, <i>High School Student, STEM Certified Program</i>	2013 to 2018
FIRST Robotics, <i>Team 4701, Deadline Management, Project Management, Group Robotics Competitions</i>	2013 to 2015
Early College, <i>MOWR, Armstrong State University, Engineering</i>	2016 to 2018
Winner of Hack for Savannah, <i>Most Turn-Key Project, Group Hackathon, CEMA & Open Savannah, Solo</i>	2017 to 2017
1st Place Winner of Techfest, <i>Radial Locomotion, Virtual Reality Research, Tech-Based Content for Undergraduates and Graduates</i>	2018 to 2018
Physics & Computer Science Undergraduate, <i>University of Southern California, First Generation Independent College Student</i>	2018 to Present
Food Drive, <i>Unitarian Universalist Church of Savannah, Homeless Shelter Kitchen</i>	2006 to 2017
Graphic Design, Special Effects, and Video Editing, <i>Adobe Photoshop, After Effects, Sony Vegas, Digital Media Design, Special Effect, Post-Production</i>	2009 to Present
YouTube, <i>Video Editing, Comedy, Voice Acting, Video Publishment, Social Media Management</i>	2013 to Present
Freedom Roleplay, <i>Community Direction, Game Development, Staff Employment, Application Management</i>	2013 to 2014
Novabox, <i>Community Direction, Game Development, Level Design, Staff Employment</i>	2014 to Present
Soundcloud <i>Writing, Stand-Up Comedy, Freestyle Music</i>	2016 to Present
Overvoice, <i>Community Direction, Voice Acting, Event Management</i>	2017 to Present
Music, <i>Piano, Guitar, Singing, Freestyle Music</i>	2009 to Present
Voice Acting, <i>Impersonations, Monologues & Voiceovers</i>	2017 to Present
Circuitry, <i>Soldering, Robotics, Arduino, Raspberry Pi</i>	2008 to Present