D. EVERETT HINTON

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DRIVE.

PERSISTENCE.

RESILIENCE.

"These are my mottos, and what I live by. I believe anything can be accomplished with enough persistence and hard work, no matter the task; as long as you're willing to put in the work—and I'm willing to put in the work."

As of March 27th, 2018

www.deveretthinton.com

PROFESSIONAL;

Divinity Servers, 2014 to 2018
CEO, Director, Developer,
I am the one of the founders and creators of a company called Divinity Servers where by selling private, game, and web servers, I learned backend management, customer interaction, and Linux machines.

Self-Employed, 2013 to 2017
Freelance Programmer,
Since I've been coding in 2009, in 2013 I began accumulating a clientele base, where I've used gLUA, C++, C#, Python, PHP, HTML/CSS, JS, Java, and a variety of technical skills to complete commissions for others.

Armstrong State University, 2017 to 2018
Undergraduate Researcher,
As 1 of the 3 undergrad students in the entire US working on Elliptical Curves over Finite Fields, working with Dr. Duc Huynh allowed me to learn how to conduct mathematics research with Python & SAGE, how to manage a busy schedule around multiple research cohorts, and how to present that research at conferences & colloquiums.

USC Viterbi School of Engineering, 2018 to Present
Network & Camera Operator,
Employed for the DEN@Viterbi online degree program, not only do I get to watch captivating lectures and get paid for it, I get to interact with a multitude of equipment, and learn how to operate in a professional environment.

ACADEMIC;

Eclipse, 2009 to 2013
2D Development, MMORPG Development
My very first interaction with game development, Eclipse was a 2D game engine that I experimented with using Visual Basic 6, to create my own games—and try to manage the communities around them.

Source Engine, 2013 to Present
3D Development, C++ Coding, Level Design
One of my all-time favorite 3D engines, I worked with this engine extensively through Visual Studio C++, as well as their level editing tool, Hammer, to work on a horror game that I never ended up releasing.

Unity,
2013 to Present
Development in C# & JS, Game Design,
One of the very 1st 3D engines I tried out in 2013, I worked it for a few months before switching to UE3. However, I have used Unity many times since then, and I am even a lead developer for a USC graduate student's project.

Unreal Engine,
2013 to Present
Unreal Engine 4 Design Tools, C# & Blueprint,
My game development engine of choice—what I use for all my projects, academic and gaming-related. Unreal Engine 4 is versatile, clean, and lacks an overhead like Unity. Although UE4 is more advanced, it is ten times more capable. I have used it with my upcoming game(s), mathematics research, and even my VR research.

Garrysmod,
2013 to Present
Server Management, Level Design and Publishing, Game Development
A fork of Source Engine, I used gLUA, an easy object-oriented programming language, and Hammer, to complete entire maps and game modes, which I then [published using their tools](). i.e. Novabox HL2RP, Condemned, etc.

H.V. Jenkins Engineering Program,
2013 to 2018
High School Student
Robotics, my very first passion, made attending an engineering magnet program seem like the logical next step. I attended the engineering program (now one of the first STEM certified schools in Georgia), for two years.

FIRST Robotics,
2013 to 2015
Team 4701,
Close to my heart, FIRST Robotics taught me how to manage a boss, deadlines, and working with others on an actual physical project. We attended group robot competitions in Atlanta, GA.

Early College,
2016 to 2018
MOWR, Armstrong State University
Instead of attending my junior and senior year of high school, I went to university as an engineering AS student instead, and had credits transferred towards a HS degree: completed and funded by GA's MOWR program.

Winner of Hack for Savannah,
2017 to 2017
Most Turn-Key Project,
A 2017 group hackathon competition for improving city resiliency post-hurricane hosted by Open Savannah and CEMA. Working alone amongst a pool of groups, I won a prize with a website titled "Savannah Storm Info."

1st Place Winner of Techfest,
2018 to 2018
Radial Locomotion,
A tech-based contest hosted at AASU for both graduate and undergraduate students, I presented and demo'd my research on a new infinite movement-space locomotion technique for virtual reality and achieved first place.

Physics & Computer Science Undergraduate,
2018 to Present
University of Southern California, Student,
One of my proudest achievements as a low-income first generation independent is getting into the University of Southern California as a Physics & CS student. "Physics is the closest I'm ever going to get to being a wizard!"

PERSONAL;

Food Drive,
2006 to 2017
Unitarian Universalist Church of Savannah
While attending the UU church of Savannah, an open community that practices freedom of worship, every first Sunday, a kitchen was opened, where I worked to make food items for the local homeless shelter.

Graphic Design, Special Effects, and Video Editing,
2009 to Present
Adobe Photoshop, After Effects, Sony Vegas
My first experience in digital media design began in 2009 with forum badges in Photoshop, and flourished from there to include concept art, special effects (3D and 2D), post-production, and even web design.

YouTube,   2013 to Present
Video Editing,
I have two YouTube channels, one, my comedy and voice-acting channel, with around 4'000 active subscribers, and my development channel, where I showcase some of my extensive development work.

Freedom Roleplay,   2013 to 2014
Community Direction, Game Development, Staff Employment, Application Management,
My very first experience with managing a community, this was a serious roleplaying community, based in the half-life universe. We created an experience like tabletop Dungeons & Dragons, in the Garrysmod engine.

Novabox,   2014 to Present
Community Direction, Game Development, Level Design, Staff Employment,
My second, and long-running try at a gaming community, Novabox had, at one point, over 1000 active members. I hired staff managers, handled disputes, and solo designed the complete levels and code we utilized in our server.

Soundcloud   2016 to Present
Writing or Standup, Voice Acting,
I have a semi-active Soundcloud, where I post assorted things, ranging from my comedic outbursts, sound clips from assorted areas, to my freestyle piano and guitar songs. I also host my reels here.

Overvoice,   2017 to Present
Community Direction, Voice Acting, Event Management,
Currently my most active community, Overvoice is a Discord-based voice acting hub. Voice actors, singers, YouTubers, and even cosplayers, connect here, exchange information, and create community projects.

Music,   2009 to Present
Piano, Guitar, Singing,
In a world of dizzying science, music is what keeps me grounded. Ranging from my life-long obsession with piano, to my recent adoption of guitar and singing, music keeps me relaxed enough to tackle the difficult problems my week might throw at me.

Voice Acting,   2017 to Present
Impersonations, Monologues & Voiceovers,
Voice acting has a symmetrical relationship with singing; by improving one, you improve the other, and I recently picked up voice acting in concurrence. I do assorted character impersonations and have been honing my own natural voice to a wide array of sounds, pitches, and accents, for whatever the task requires.

Circuitry,   2008 to Present
Soldering, Robotics
From my first snap-circuitry kit, to LEGO Mindstorms, to full-blown Arduino and Raspberry Pi projects, I consider constructing projects, Robotics or otherwise, extremely fun. Almost like game development, but in real life!

Find the full expanded version of my Curriculum Vitae here on my website.