

Nicholas Loyd 

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## SUMMARY

Hard-working, team-orientated, creative professional seeking a position to use my love of learning in new ways to test my abilities and experiencing a challenging workplace environment.

## EDUCATION

**Vincennes University, IN Associate Computer Science 2019**

- Concentration in Game Design
- CompTIA A+ Certification

**Techpoint Xtern Bootcamp, IN 2018**

- Worked with peers who shared similar interests in Computer Science
- Practiced the SCRUM workflow.
- In-depth training in Web Development

## EXPERIENCE

**Computer Science Tutor, Vincennes University, IN 2018**

- Taught students to understand Microsoft Excel, Computer Science, and Game Design
- Advised Programing in many languages including Unity 3D, C#, Java, Javascript, Visual Studio, GameMaker, and Python
- Created, compiled and edited videos

**Warehouse Stocker Ultra Warehouse, Greenwood IN 2018 2019**

- Exceeded production by 150% continuously throughout employment with perfect attendance
- Extremely reliable worker with a positive attitude and safety cautious personality.
- Inspected and verified inventory

**Security, Indiana State Fair, Indianapolis 2018**

- Provided a friendly work environment for customers and coworkers
- Controlled security protocol at gate entrance to create a safe environment
- Directed and navigated traffic to prevent potential accidents

**SKILLS**

Final Cut Pro X, Motion 5, iLife Suite, iWork Suite, Python, Microsoft Suite, and Photoshop, Unity, GameMaker, CompTIA A+ Certification, SCRUM, Xcode, Swift