NIKKI EDMONDS
Software Engineer/Game Developer

PROFILE

I can introduce myself as a Software Engineer, Programmer, and a Game Developer.

- I have a passion for programming, which I introduced to through a summer program
- I am always looking for ways to improve my skills and I was always looking for ways to learn new things.
- I have always played video games but looked at it as a hobby. Never did I imagine myself as a actual game developer. Now I get to make my hobby a career and with it enter a new world of programming.

CONTACT

Personal Website:
https://nikkie-dev.github.io/Its_tech_for_me/

EMAIL:
nikkiedmondsdev@gmail.com

Github:
https://github.com/NikkiE-Dev

LinkedIn:
nikkiedmondsdev@gmail.com

EDUCATION

Holberton School
Diploma in Computer Science and Augmented Reality & Virtual Reality
September 2020 – June 2022

- Completed a rigorous curriculum builds a foundation of how programming languages and Unix systems work.
- Learned to hone my technical and creative skills to develop for portable devices, full immersion experiences.
- Gained expertise in problem-solving skills & development in C#, Unity3D, and Python.

PROFFESIONAL

Beacon Health
User Acceptance Testing Analyst
Dec 2017 – April 2021

- Liaise with the Program Test Manager to assist in the development of the project test plans
- Execute, coordinate, and assist to monitor the execution of all aspects of UAT testing according to the agreed test plan
- Elevate defects and issues to test leads for concurrence
- Raising defects during execution and logging the same into QC

SKILLS

CSS	Linux	Unity	HTML	MySQL
C	C#	Python	Visual Studio	A-frame

PROJECTS

VR Room
This project uses Unity that I created to navigate through a VR scene. It goes through the basics of VR and how to use it.
https://github.com/NikkiE-Dev/0x00-unity-vr_room

360 Video Tour
This project uses Unity that I created to learn how to use the Unity 360 video tour. It focuses on the Unity 360 video tour and how to use it.
https://github.com/NikkiE-Dev/0x0A-unity-360_video_tour

WebAR Business Card
This project is Web based AR, which uses A-frame to construct and publish this card. It uses a QR Code that you scan that links to the business card.
https://nikkie-dev.github.io/WebAR_BusinessCard/