

# NIKKI EDMONDS

Software Engineer/XR Developer

## PROFILE

10 years ago, I was introduced to coding through a summer program. As an avid gamer, this opportunity made me eager to combine my hobby and technical skills to embark on a career in technology.

I'm eager to apply my strong communication, problem solving and collaboration skills from 10+ years of customer service experience to the tech industry.

## CONTACT

📍 Tulsa, OK

📞 918-518-1069

✉️ [nikkiedmondsdev@gmail.com](mailto:nikkiedmondsdev@gmail.com)

🌐 [https://nikkiedev.github.io/Its\\_tech\\_for\\_me/](https://nikkiedev.github.io/Its_tech_for_me/)

🐙 <https://github.com/NikkiE-Dev>

🌐 <https://www.linkedin.com/in/nikki-edmonds-developer/>

## SKILLS



## 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

### Google Careers

*Google IT Automation with Python Professional Certificate*

March 2022 – June 2022

- Use Python to automate common system administration tasks and troubleshoot and debug complex problems
- Apply automation at scale by using configuration management and the Cloud

## PROFFESIONAL EXPERIENCE

### 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

## PROJECTS

### VR Room

This project uses Unity and C# scripting to navigate through the basics of a VR scene.

[https://github.com/NikkiE-Dev/0x00-unity-vr\\_room](https://github.com/NikkiE-Dev/0x00-unity-vr_room)

### 360 Video Tour

This project uses Unity and C# scripting to demonstrate how to use the Unity 360 video tour.

[https://github.com/NikkiE-Dev/0x0A-unity-360\\_video\\_tour](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/](https://nikkie-dev.github.io/WebAR_BusinessCard/)