

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

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🌐 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

One Access

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

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

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/