PROFILE

I can introduce myself as a Software Engineer, Programmer and a Game Developer. I had a passion for programming, I was introduced t it through a summer program and I was hooked. I came into this thinking I knew quite a bit when it came to programming. I found out early on that the knowledge I came in with was just tip of the iceberg.

I was 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

WEBSITE:
https://nikkie-holberton.github.io/Its_tech_for_me/

EMAIL:
nikkiedmondsdev@gmail.com

NIKKI EDMONDS

Software Engineer/Game Developer

EDUCATION

Holberton School
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

AUGMENTED & VIRTUAL REALITY STUDENT
2020 - 2022
Holberton School, Tulsa, OK

- Completed a rigorous curriculum building a foundation of how programming languages and Unix systems work, that focuses on peer-learning and collaboration that mimics job experience in the tech industry
- Creating blogpost to reinforce knowledge learned through project-based peer learning

SKILLS