



## PROFILE

I can introduce myself as a Software Engineer, Programmer, and a Game/XR 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:

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# NIKKI EDMONDS

Software Engineer/XR Developer

## 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](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](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/)