William Brewer

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GitHub: https://github.com/Will-Brewer94

Skills and Technical Experience

* Computational Media major with a high GPA
* Programming experience in Java, C#, C, C++, and Unity Game Engine
* Eagle Scout, earned 2011 and awarded by Scouting Troop 555 of Las Vegas, Nevada
* Extensive leadership experience from several years of holding leader positions in the scouting program, including managing and teaching younger scouts
* Experience designing in Adobe Illustrator

Education

GEORGIA STATE UNIVERSITY, Atlanta, Georgia

*Bachelor’s Degree in Computer Science*, Transferred Out in 2015

GPA: 3.65 Overall

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, Georgia

*Bachelor’s Degree in Computational Media,* 2015 – 2017 (Current Graduation Date)

GPA: 3.75 (As of Fall Semester 2015)

Job Experience

TACO MAC RESTURANT GROUP, Suwanee, Georgia 2012 - 2013

***Restaurant Host***

* Managed seating customers in a swift and organized manner to ensure the smooth operation of the restaurant
* Developed wide range of people skills, especially disarming situations involving an angry customer

BOY SCOUTS OF AMERICA, Las Vegas, Nevada 2011 - 2011

***Volunteer Project Manager***

* Scout-led restoration of the Las Vegas, Nevada Senator Building exterior parking lot
* Managed all aspects of project including: planning, organization, budgeting, recruitment, and execution

JORDAN & SKALA ENGINEERS, Norcross, Georgia 2015 - 2015

***IT Intern***

* Set up and performed maintenance on engineering workstations, and performed general tech support for the office
* Gained a familiarity with Autodesk software, specifically Autocad and Revit