

Brett Boyd

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White House, TN

A highly motivated and creative student at Lipscomb University. I enjoy thinking outside the box, and I consistently strive to learn and improve. I continuously strive to be a good communicator, effective team worker, and constant learner. My diverse background in creative work gives me a lot of fresh perspective and insight in my problem-solving. Currently seeking an engaging summer internship to build my skills in web development and UI/UX.

Education

Lipscomb University, Nashville TN

Graduating May 2023

Pursuing a Bachelor of Science in Software Engineering

Relevant Coursework:

Web Development (I & II)	User Interface Design	Object-Oriented Programming
Database Management Systems	Data Structures	

Skills and proficiencies

- A genuine drive for improvement and success. I like to go above and beyond the bare minimum.
- Eagerness to learn new skills, adapt to new situations, and take initiative to get things done
- Strong written and verbal communication skills
- Adaptable and effective team worker
- Capability to creatively think outside the box and see problems through new perspectives
- Basic web skills: HTML, CSS, JavaScript, Bootstrap, jQuery, GitHub
- Programming Languages: Python, Java, C++, SQL
- Creative software: Adobe Illustrator/Photoshop, Figma design tools, Godot game engine
- Experience with Windows, Mac, and Linux operating systems

Work and Extracurricular Experience

User Interface Semester Project (leader)

2021-present

Complete redesign of our university's printing frontend

- Lead a team to design and prototype a streamlined document printing interface, based on issues found in our university's own printing app interface. Frequently presented our progress to the class.
- Interfaces for mobile and desktop, with a focus on efficiency and usability

Web Dev I & II Projects (leader)

Fall 2020, Spring 2021

Design and implementation of a music portfolio site

- Long-term Web Dev II project, including all web skills mentioned above
- As part of an agile development approach, I repeatedly submitted my site for feedback and incorporated new features periodically.

Design and mockup of an improved drive-in movie theater webpage

- Our development comprised of creating wireframes, sketches, navigation hierarchies, and a working mockup in HTML. Took place throughout
- I was also responsible for organizing our work and scheduling presentations with our professor.

Database Systems Project (leader)

Fall 2020

Followed guidelines to create a small database management system

- As the leader of another small team, I was responsible for organizing our team's work, debugging and testing for extra errors, in addition to presenting my share of the work and ensuring our time management was on track.

Summer Game Development Project

Summer 2020

Self-guided development process

- Despite being forced home from school, I taught myself the Godot game engine and learned the skills I needed to complete development for a small-scale videogame. I created and followed a design document containing my ideas and details for this project. I also handled most of the asset creation.