

# Brett Boyd

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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.

## Education

**Lipscomb University, Nashville TN**

**Graduating May 2023**

*Pursuing a Bachelor of Science in Web App Development*

### Relevant Coursework:

Web Development (I & II)	User Interface Design	Object-Oriented Programming
Database Management Systems	Marketing	Psychology
Graphic Design	Video Production	Calculus I

## Skills and proficiencies

- Basic web skills: HTML, CSS, JavaScript, Bootstrap, jQuery
- Programming Languages: Python, Java, C++, SQL
- Relevant software: Adobe Illustrator/Photoshop, Figma, GitHub, Godot game engine
- Experience with Windows, Mac, and Linux operating systems
- Strong written and verbal interpersonal communication skills
- Adaptable and effective team worker who can manage multiple projects at once
- 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

## 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, and presenting our work.

### Summer Game Development Project

**Summer 2020**

Self-guided development process

- During the beginning of the pandemic, I taught myself the Godot game engine and learned the skills I needed to complete development for a small-scale videogame. I also handled most of the asset creation.