# Brian Hinkle

(704) 604-9356 | b2hinkle@gmail.com

## Education

Bachelor of Science in Computer Science

Charleston Southern University, Charleston, SC                    Graduation Anticipated 2021

GPA: 3.5

*Relevant Coursework: Survey of Scripting Languages, Object Oriented Programming, Introduction to Cyber Security, Data Structure Analysis, Computer Architecture, Senior Project Design, User-Interface Programming, Operating Systems, Algorithms*

## Work Experience

*Work Study*

Student Activities, Charleston Southern University                    2016-2018
- Helped advertise activities hosted by the Student Activities department to students on campus
- Aided in the setup and management of the programs

*Landscaper*

Good & Faithful Services                    2016-2017
- Executed scheduled maintenance of lawn care for customers

## Volunteer Experience

Gateway Community Church                    2017

- Helped serve food to homeless
- Processed and organized food donations; helped guests gather needed items

Campus Activity Board                    2016- 2018
- Involved in the decision making process for determining events
- Events included Mr. and Miss Charleston Southern University, Operation Christmas Child Packing Party, King and Queens fundraiser for Children's Miracle Network, Star Gospel Mission, volunteering with Helping Hands Ministry, and American Red Cross Blood Drives

Fellowship of Christian Athletes                    2016-2017
- Responsible for planning and implementing welcoming games as well as control FCA's social media

## Other University Involvement

Association for Computing Machinery (ACM)                    2018-Present

College Republicans                    2016-2017

Tri-Beta                    2016-2017

Premed Club                    2016-2017

## Current Projects

- Creating a backend WebAPI used to create and destroy game server instances on various machines, allowing my games to connect and join created server instances.
- Creating a website that allows direct manipulation of server instances using the WebAPI.