Devin Hicks

devinhicks.az@gmail.com • (480) 427-9810
3032 N Chichicoi Ln, Prescott, AZ 86305

EDUCATION

EMBRY-RIDDLE AERONAUTICAL UNIVERSITY
Bachelor of Science in Simulation Science, Games, and Animation, May 2021
Honors: Cum Laude — GPA: 3.6/4.0
Relevant Coursework: Data Structures, Operating Systems, Software Engineering
Practices, Human-Computer Interfaces, Virtual Reality, Multiplayer Game Systems

SKILLS

- C#, C/C++, Python, HTML5, JavaScript
- Object-Oriented Programming
- Programming Patterns
- Game Design, User Interface Design
- 3D Modeling, Texturing, Rigging, and Animation

TOOLS

- Unity3D
- Visual Studios
- Maya
- ZBrush
- Adobe Photoshop/Illustrator
- Substance Painter

EXPERIENCE

LIVESTREAM TECHNICIAN/GRAPHIC DESIGNER, JIM AND LINDA LEE PLANETARIUM
PRESCOTT, AZ — AUG 2020 - MAY 2021
- Set-up and monitored quality of livestreams using Streamlabs OBS and YouTube Live
- Created graphics and overlays for livestreams in Adobe Photoshop
- Designed posters and flyers to advertise events at the Planetarium using Adobe Photoshop and Adobe Illustrator

CAMPUS ACADEMIC MENTOR, EMBRY-RIDDLE AERONAUTICAL UNIVERSITY
PRESCOTT, AZ — AUG 2020 - MAY 2021
- Planned and facilitated the University 101 College Success course in coordination with professor, taught virtually through Zoom twice a week
- Mentored new students at Embry-Riddle, ensuring they achieve the course learning outcomes and are successful in their first year in college

PROGRAM ASSISTANT, EMBRY-RIDDLE AERONAUTICAL UNIVERSITY
PRESCOTT, AZ — AUG 2019 - NOV 2020
- Coordinated Association of Computing Machinery student chapter creation and activities, held office of Vice President (Jan 2020 - May 2021)
- Conducted research to assist professors with routine and special projects
- Improved success of program by making proactive adjustments to operations