Cameron Lamar Hopkins

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EDUCATION:
The Ohio State University - Columbus, OH
B.S. Computer Science and Engineering
Minor: Studio Art

WORK EXPERIENCE:
Nationwide Insurance - Columbus, OH
   Senior Application Developer   September 2017 – Present
- Co-Leading and constructing a project that will allow employees to view any outstanding issues that exists on their internal website. Developing this project using C#, MVC, SQL Server, AngularJS, JQuery, HTML, Bootstrap, and CSS.

   Application Developer   June 2016 – September 2017
- Led a development team to bring a digital presence to Nationwide's Real Estate team. Met with business partners to gather requirements. Developed a website using AngularJS, JQuery, HTML, Bootstrap, CSS, and SharePoint API's.
- Built an end-to-end prototype that would allow an increase in efficiency for Nationwide's recruitment standards.
- Competed in an 18-hour Hackathon coding session. Developed an iOS internal Nationwide Mobile application in Swift that combined e-mail preview, internal subject matter expert searches, as well as building/room locator.

General Motors Company - Warren, MI
   Controls Engineer   June 2015 – June 2016
- Managed a large team of contractor leads for the installation of new conveyor systems. Ran verification checklists to exceed quality expectations and uphold all standardized work within General Motors.

   Application Developer *(Intern)*   May 2014 – August 2014
   Application Developer *(Intern)*   May 2013 – August 2013
   Application Developer *(Intern)*   June 2012 – August 2012

Air Force Research Lab - Dayton, OH   June 2011 – August 2011
   Game Developer *(Intern)*
- Applied Java to develop an Android mobile application that recreated the board game *Drive on Metz*.

PROJECT EXPERIENCE:
Installation 01   July 2017 – Present
- Working with a team across the world to develop a fan-made *Halo* game.
- Developing a statistics engine to manage all player and game statistic data.

Personal Website   October 2016 – Present
- Developed a personalize website from scratch following a MEAN Stack structure using AngularJS, JQuery, HTML, Bootstrap, SCSS, Express, Node.js, and MongoDB.

Graduate Level Game Design Project II   Spring 2015
- Collaborated with one other classmate to develop a third person role playing game.
- Used C#, JavaScript and Unity3D to develop character controls, user interfaces, and environment interactions.

Graduate Level Game Design Project   Fall 2014
- Collaborated with one other classmate to develop a first person role playing memory game.
- Used C# and Unity3D to design and develop character controls, user interfaces, and environment interactions.

Senior Capstone Game Design Project   Spring 2014
- Partnered with five other classmates to develop a quirky squirrel survival game. Won an award for *"Most Creative."*
- Used C# and Unity3D to design and develop artificial intelligence, character controls, and user interfaces.

TECHNICAL SKILLS:
- Proficient programming in Java and C#.
- Intermediate programming in Unity3D, JavaScript, Node.js, JQuery, AngularJS, HTML, CSS, SCSS, and Bootstrap.
- Novice programming in Android/iOS Mobile Development, VB.Net, C++, C, PowerShell, Swift, MongoDB, SQL Server.

LEADERSHIP EXPERIENCE:
   President of Phi Beta Sigma Fraternity Inc. *(Delta Omicron Chapter)*   May 2014 – May 2015
- Led a chapter of eight members to execute goals and programs to promote and live the standards of Brotherhood, Scholarship and Service. Increased membership growth by 700% within one year.

   Vice President of National Society of Black Engineers *(Ohio State Chapter)*   May 2012 – May 2013
- Led an executive board of twenty-two members to execute academic excellence, professionalism, and service goals.