Cameron Lamar Hopkins

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EDUCATION:

The Ohio State University, Columbus, OH   Graduated: May 10, 2015
B.S. Computer Science and Engineering   GPA: 3.04/4.0
Minor: Studio Art

WORK EXPERIENCE:

Nationwide Insurance, Columbus, OH
   Collaboration IT Resource (*Software Engineer*)   June 2016 – present
- Create and develop new software entities that advance Nationwide's IT Department production and efficiency.

General Motors Company, Warren, MI
   Vehicle Systems (*Controls Engineer*)   June 2015 – June 2016
- Managed the installation of new conveyor systems and ran verification checklists to exceed quality expectations and uphold all standardized work within General Motors.

   Vehicle Operations (*Software Engineering Intern*)   May 2014 – August 2014
- Developed a helper application to parse, decipher, and extract the contents of XML files. Used the application to manage vehicle information to update vehicle database and testing.
- Designed an application programming interface to update an existing code revision system, to prevent code leak, and prevent major code replacement.

   General Assembly Execution (*Software Engineering Intern*)   May 2013 – August 2013
- Developed an automated software program that managed the timeline production of vehicles. Added features that identified the amount of work/man hours per week which determined where General Motors can reduce the cost of production.

   Conveyor Group (*Software Engineering Intern*)   June 2012 – August 2012
- Developed a program that read xml files to populate the user interface which helped the user decide functionality for robot commands. Produced a bridge application to give assistance to programmers when developing robot control functionality.

Air Force Research Lab, Dayton, OH   June 2011 – August 2011
   Research Game/Virtual Team (*Software Engineering Intern*)
- Applied Java to develop an Android application that recreated the War Gaming experience. Linked the application to the virtual world program to trigger the War Game with real time effect.

LAB/PROJECT EXPERIENCE:

Graduate Level Game Design Project II   Spring 2015
- Collaborated with one other classmate that brought together aspects of a third person role playing game that allowed users to experience and understand gender roles in other cultures through a PC video game.
- Used C#, Java Script and Unity to develop character controls, graphical user interfaces, and environment design.

Graduate Level Game Design Project   Fall 2014
- Collaborated with one other classmate that brought together aspects of a first person role playing memory game that allowed users to understand memory.
- Used C# and Unity to develop character controls, graphical user interfaces, level design, and environment actions.

Senior Capstone Game Design Project   Spring 2014
- Collaborated with a team of five other classmates to develop a senior capstone video game that was fun, interesting and interactive to be playable on the PC.
- Worked on artificial intelligence, character controls, graphical user interfaces, and the artsy aspect of the game.

TECHNICAL SKILLS:

- Skillful programming in Java, C#, VB.Net, Android/Java, XCode/Swift, and Unity3D
- Knowledge in C++, C, Java Script, HTML, and CSS

LEADERSHIP EXPERIENCE:

President of Phi Beta Sigma Fraternity Inc. (*Delta Omicron Chapter*)   May 2014 – May 2015
- Managed an executive board to execute goals and programs to promote and live the standards of Brotherhood, Scholarship and Service.

Vice President of National Society of Black Engineers (*Ohio State Chapter*)   May 2012 – May 2013
- Managed an executive board of 22 members to help execute national goals, such as academic excellence, professionalism, and service.