

Cameron Lamar Hopkins

hopkinscameron@gmail.com | www.cameronhopkins.us

EDUCATION:

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

WORK EXPERIENCE:

Nationwide Insurance - Columbus, OH

Application Developer

June 2016 – Present

- Constructing a project that will allow employees to view any outstanding issues that exists on their internal website. Developing this project using C#, SQL Server, AngularJS, JQuery, HTML, Bootstrap, and CSS.
- 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 to construct a way for employees/contractors to gather details about upcoming and past construction projects.
- 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

- Developed a middleware C# helper application to parse and extract the contents of XML files to interface with vehicle information to update vehicle testing scripts.
- Designed an application programming interface in C# to update an existing code revision system that helped prevent code leaks, and minimized major code replacement.

Application Developer (Intern)

May 2013 – August 2013

Application Developer (Intern)

June 2012 – August 2012

Air Force Research Lab - Dayton, OH

Game Developer (Intern)

June 2011 – August 2011

- Applied Java to develop an Android mobile application that recreated the board game *Drive on Metz*.

LAB/PROJECT EXPERIENCE:

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.