Cameron Lamar Hopkins

hopkinscameron@gmail.com | www.cameronhopkins.us

EDUCATION

B.S. Computer Science and Engineering   GPA: 3.04/4.0

Minor: Studio Art

The Ohio State University **-** Columbus, OH   Graduated: May 10, 2015

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

- Developed a digital insurance plan for Nationwide's Hackathon registration using AngularJS, HTML, CSS, with SharePoint API integration.
- 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.
- Built an end-to-end prototype that would allow an increase in efficiency for Nationwide's recruitment standards.
- Lead the decommissioning of a Nationwide website by creating a communications plan as well as managing/storing Nationwide data.
- 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

- Traveled to various plants across Michigan, as well as Canada and Mexico to help understand and maintain the communication between plant differences for future plant design.
- Developed a C# application that automated and 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.

Application Developer *(Intern)*   June 2012 – August 2012

- Restructured a GM software application in C# to generate drawings for control based software equipment for a more efficient manufacturing process.
- Designed and developed a C# application that read and parsed XML files which populated a user interface to help Robotic Engineers decide functionality for robot commands.

Air Force Research Lab - Dayton, OH   June 2011 – August 2011

Game Developer *(Intern)*

- Applied Java to develop an Android application that recreated the War Gaming experience. Used scripting language to link the application to the virtual world to trigger that War Game with real time effect.
- Developed multiple applications to build knowledge on the Android platform to enhance the visual and coding effects of the War Game on the Android Phone.

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   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.

Android Security Project   Autumn 2013
- Partnered with four other classmates to develop a Java based Android application that gave the user the ability to add additional theft protection tracking on their phone.
- Used a geofencing algorithm (DBSCAN) to monitor user locations which defined user patterns to detect abnormalities.
  - Created the application in an abstract way, so the software can be manipulated and used for more than security purposes.

Hacking for Health Care Event   Autumn 2012
- Worked with a National Society of Black Engineers mentee to identify a problem humans would face in the health care industry. Used this problem to develop a Java based Android application that could benefit the community and the health care industry. The application would take a series of user input health measurements and calculate the users heart rate.

Student Government Website Project   Spring 2011
- Collaborated with a team that designed and coded a website for two candidates running for Ohio States Undergraduate Student Government. Used HTML, CSS, JavaScript and Adobe Dreamweaver.

TECHNICAL SKILLS

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

Game Design
- Intermediate development in Unity3D, Game Design Documentation, and Artificial Intelligence.
- Novice in UI/UX Design.

Software
- Novice in Autodesk Maya, Adobe Photoshop.

LEADERSHIP EXPERIENCE

Phi Beta Sigma Fraternity Inc., Delta Omicron Chapter (*President*)   May 2014 – May 2015
- Led an executive board of eight members to execute goals and programs to promote and live the standards of Brotherhood, Scholarship and Service. Partitioned chairs for each program and service events. Held the chapter liaison position between other student organizations and faculty of Sorority and Fraternity Life to inform members of tasks, collaborations and responsibilities of the chapter.
- Increased membership growth by 700% within one year.

Phi Beta Sigma Fraternity Inc., Delta Omicron Chapter (*Vice President*)   May 2014 – May 2015
- Developed a recruitment plan to increase membership and growth within the chapter. Managed all chapter committees that related to the business of the chapter.

Phi Beta Sigma Fraternity Inc., Delta Omicron Chapter (*Academic Chair*)   January 2013 – May 2015
- Developed a plan that emphasized academics to keep members focused on academic excellence. Developed academic goals, helped brothers identify better academic skills, and created an incentive program based on academic achievement.

Phi Beta Sigma Fraternity Inc., Delta Omicron Chapter (*Community Service Chair*)   January 2013 – December 2014
- Managed service hours of every member in the chapter as well as searched and provided new service opportunities for the fraternity.

Phi Beta Sigma Fraternity Inc., Delta Omicron Chapter (*Parliamentarian*)   January 2013 – May 2013
- Ensured that order is always present during chapter meetings while establishing Roberts Rules amongst the fraternity.

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

Ohio House of Science and Engineering (*Elementary School Volunteer*)   August 2010 – December 2013
- Volunteered at a variety of elementary schools preparing students with real world experiences and education through STEM activities. Prompted students with open questions and explanations of how things work.

HONORS AND AWARDS

- Dean's List   May 2015

- The Ohio State University Student Impact Award   May 2015
- Outstanding Senior Award   Apr 2015
- Volunteer of the Year Award   Apr 2015
- Living the Ritual Award   Apr 2015
- National Pan-Hellenic Council Brother of the Year Award   Apr 2015
- Dean's List   Dec 2014
- Dean's List   May 2014
- University Involvement Award   Apr 2014
- Volunteer of the Year Award   Apr 2014
- Dean's List   Jun 2011