

NEELY HOPKINS

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EDUCATION

Colorado School of Mines	05/2022 – 12/2025
<i>B.S. in Computer Science</i> Graduation: December 2025 GPA: 3.84	<i>Golden, Colorado</i>
Activities: Pi Beta Phi Colorado Delta Member, Society of Women Engineers	
Budapest University of Technology and Economics	08/2025 – 12/2025
<i>Semester Study Abroad</i>	<i>Budapest, Hungary</i>
Algebra University College	06/2023 – 07/2023
<i>Summer Study Abroad</i>	<i>Zagreb, Croatia</i>

EXPERIENCE

Tyler Technologies	05/2025 – 08/2025
<i>Software Development Internship – School ERP Pro</i>	<i>Lakewood, Colorado</i>
<ul style="list-style-type: none">• Introduced new data points and improved efficiency for collection of client telemetry• Improved functionality for an internal application used to manage copies of client databases• Created a version-controlled workflow for client databases using SQL Server Data Tools	
Lunar Outpost	05/2024 – 07/2024
<i>Software Engineering Field Session</i>	<i>Arvada, Colorado</i>
<ul style="list-style-type: none">• Developed a 3D spacecraft model that enabled operators to monitor spacecraft health using incoming telemetry• Utilized React to build an intuitive UI, integrating the Three.js platform and connecting to Lunar's Stargate platform• Collaborated with client daily, hosted weekly scrum meetings with advisor, and presented project updates to large audiences	
CSCI 200 Teacher's Assistant	12/2022 – 05/2024
<i>Department of Computer Science – Colorado School of Mines</i>	<i>Golden, Colorado</i>
<ul style="list-style-type: none">• Developed strong interpersonal and communication skills while helping students master C++ fundamentals• Enhanced coding proficiency through grading student projects, gaining insights into coding styles and best practices	
Peer Mentor	02/2023 – 01/2024
<i>New Student & Transition Services – Colorado School of Mines</i>	<i>Golden, Colorado</i>
<ul style="list-style-type: none">• Developed lesson plans and mentored first-year students by teaching a weekly CSM101 course	

PROJECTS

Personal Website – HTML CSS JavaScript	10/2025
<ul style="list-style-type: none">• Programmed a website “about me” that highlights my artistic abilities and coding experience	
Studysaurus App – Kotlin Jetpack Compose Firebase	05/2025
<ul style="list-style-type: none">• Co-developed a gamified productivity app where task completion improves the well-being and appearance of a 2D customizable dinosaur companion• Integrated Firebase Authentication for secure user login and cloud-synced profiles	
3D OpenGL Environment – OpenGL C++	12/2024
<ul style="list-style-type: none">• Co-designed and implemented a 3D game featuring multiple camera views, dynamic lighting, and real-time physics• Developed all game logic, including collision handling, coin collection, enemy avoidance, and power-ups	
“Clue” Board Game – Java	12/2023
<ul style="list-style-type: none">• Pair-programmed the board game Clue from scratch, featuring an intuitive, user-friendly GUI	