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| Nicholas S. Hawkins | | | | | | | | | | | | | | | | | | |
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|  | P |  | (423) 314-2893 |  | E |  | Nicholas.Stanton.Hawkins@gmail.com |  | A |  | 130 Short Creek Rd. Signal Mountain, TN | | |  | W |  | [LinkedIn](https://www.linkedin.com/in/nicholas-s-hawkins/)  [GitHub](https://github.com/nshawkins) |
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| Professional Summary | | | | | | | | | | | |  |  | | | | | |
| Education | | | | | |
| Flexible and determined Software Engineer with background working effectively in dynamic environments. Fluent in C#, Java and C++ used to develop software within the game development and software engineering industry. Proud team player focused on achieving project objectives with speed and accuracy by utilizing agile methodologies and project management tools. | | | | | | | | | | | |  | **Lipscomb University *3.5GPA***  *August 2018 – May 2021*  B.S. Software Engineering  Game Development Concentration  With Honors  **Chattanooga State Community College - Collegiate High *3.4GPA***  *August 2016 – May 2018*  A.S. General Education & H.S. Diploma concurrently  With Honors – With Distinction Relevant Courses  * [Software Studio](https://github.com/Lunatic-Labs) * Data structures and algorithms * Database management systems * Object oriented programming * Agile software development * User interface design * Design & analysis of algorithms * Competition programming * Game development 1, 2, & 3 * Discreet mathematics * Linear algebra * Principles of Management * Web application development * Operating systems  References Upon Request Hobbies/InterestsGame controller with solid fillCar Mechanic with solid fillHeadphones with solid fillProcessor with solid fillHike with solid fillMartial Arts with solid fill | | | | | |
| Experience | | | | | | | | | | | |
| **QA Automation Engineer –** [**VisuWell**](https://visuwell.io/)  *April 2020 – August 2020*  Wrote and optimized test cases using Katalon (Java) to maximize success of manual software testing with consistent, thorough approaches.Increased and improved knowledge of automation software and testing tools by engaging in all available trainings and seminars.  **Sales Associate – Elder’s Ace Hardware**  *May 2016 – April 2020*  Analyzed and properly processed product returns, assisting customers with finding alternative merchandise to meet needs. Implemented up-selling strategies such as recommending accessories and complementary purchases to boost revenue.  **Tutor – Lipscomb University** *Aug 2020 – Jan 2021*  **IT Help Desk Assistant – Lipscomb University** *Jan 2019 – Aug 2019* | | | | | | | | | | | |
| Skills | | | | | | | | | | | |
| **Languages:** C#, Java, C++, Python, MySQL, C  **Proficiencies:** Git, Agile Methodologies (UML, User Stories, Gantt, etc.), Jira, Trello, Linux, WSL2 + ubuntu, AWS EC2, MySQL Workbench, Unity, Unreal Engine 4, Wireshark, Katalon | | | | | | | | | | | |
| Projects | | | | | | | | | | | |
| **Herdr:** Collaborating to create a mobile and web application to aid in finding compatible roommates on Lipscomb University campus. Technology used: Unity, AWS EC2, MySQL, PHP, and other technologies.  **2100: The Second Wave:** Project lead of 9 developers creating a UE4 application: a 3D open world multiplayer twin stick shooter.  [**GodsWordForWarriors**](https://www.godsword-forwarriors.org/)**:** Collaborated to create a new website for a non-profit veteran’s organization.  **Character Sheet Creator:** Unity app for character creation for tabletop RPGs. Created as a study into User Interface Design. | | | | | | | | | | | |
| Accomplishments | | | | | | | | | | | |
| Nominee of Lipscomb University Presidential Ambassador Council  Member of National Society of Leadership and Success  Achieved Provost’s list at Lipscomb University | | | | | | | | | | | |
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