

PAUL ATKINS

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EDUCATION

University of North Carolina - Charlotte

Master's, Computer Science

August 2019 - December 2020

GPA: 3.8

University of North Carolina - Charlotte

Bachelor's, Computer Science

August 2015 - May 2019

GPA: 3.3

- Minors: Computer Engineering, Mathematics
- Undergraduate Certificate in Game Design & Development

PROFESSIONAL EXPERIENCE

TrackLab, LLC

Co-Founder & Lead Developer

Charlotte, NC, USA

March 2024 - Present

- Designed and developed a real-time race tracking and strategy web application leveraging HTML/CSS/JS for the frontend and Go ETL for the backend, connecting to MongoDB
- Engineered RESTful APIs to fetch and display race statistics, lap times, and driver performance
- Implemented geolocation-based weather tracking, utilizing OpenStreetMap API and the National Weather Service API to provide localized weather data
- Managed authentication and user access, implementing Google OAuth for secure event participation and administrative controls
- Set up and managed the TrackLab web server, overseeing deployment processes, & server configurations
- Maintained and structured the team's GitHub repository, enforcing branching strategies, code reviews, and version control best practices to streamline development and collaboration.

General Motors

Data Engineer

Austin, TX, USA

September 2021 - February 2024

- Contributed to the creation and maintenance of CI/CD automation pipelines and release ETL pipelines for large-scale data systems using Azure DevOps
- Designed, implemented, and maintained ETL pipelines using PySpark for data extraction, transformation, and loading, ensuring accurate and timely processing of large datasets
- Coordinated with the Cloud team and other stakeholders to troubleshoot and resolve issues impacting the stability of CI/CD pipelines, the transition of on-prem TFS pipelines to Azure DevOps, and optimizing release management processes
- Led Quality Assurance for Power BI reports, ensuring accurate data and standardized report cosmetics
- Contributed to over 50 successful deployments and managed the team's Git repository, coleading deployment/release management processes.

University of North Carolina - Charlotte

Graduate Research Assistant

Charlotte, NC, USA

June 2019 - May 2020

- Worked on projects in partnership with the Charlotte Fire Department. Worked on gaming and virtual/augmented reality projects for Microsoft HoloLens, HTC Vive, and iPad.
- Created Augmented Reality CPR Guide/Manual and worked on Augmented Reality Indoor Team Tracker in Unity.

University of North Carolina - Charlotte

CCI Technology Solutions Office Technician

Charlotte, NC, USA

October 2017 - April 2019

- Led IT support for the College of Computing and Informatics, assisting with device deployment, workstation imaging, and troubleshooting hardware/software issues for faculty and staff
- Coordinated the IT Help Desk team, mentoring new technicians and ensuring smooth operation through task prioritization and incident remediation
- Managed software deployments, client services ticket fulfillment, and maintained detailed documentation for service operations and IT procedures.

SKILLS

Programming: Python, Java, C#, SQL, HTML/CSS, C/C++

Tools & Platforms: JIRA, Azure, Git, Unity, Unreal Engine, MongoDB

Software & Frameworks: Adobe Creative Suite, Node.js, Power BI, Hive, Hadoop, Microsoft Office