

Paul Atkins

Orlando, FL | 910-617-6450 | patkins789@gmail.com | [Portfolio](#)

Experience

General Motors | Software Developer | Austin, TX

Sep 2021 – Feb 2024

- Worked on CVI Insourcing project involving pulling from large databases and creating Power BI reports and Python scripts for data analysis. Transitioned to Full Stack Pyspark ETL Developer.
- Created CI/CD Automation & Release ETL Pipelines, populated/managed team's Hive/Hadoop/Greenplum datasets.
- Maintained team's Git repository, co-led deployments/releases for the project, and held daily working sessions for project's automation team.
- Led QE for newly formed team.

UNC Charlotte | Graduate Research Assistant | Charlotte, NC

Jun 2019 – May 2020

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

UNC Charlotte | CCI Technology Solutions Office Technician | Charlotte, NC

Oct 2017 – Apr 2019

- Lead Technician at IT Help Desk for UNC Charlotte's College of Computing and Informatics faculty and staff.
- Duties included: Lab maintenance, device deployment, equipment pickup/delivery/receiving, documentation, workstation imaging, client services ticket fulfillment, training new technicians, assist with client incident software/hardware diagnostics and remediation, and software deployment.

Education

UNC Charlotte | MS, Computer Science

Dec 2020

Major: Computer Science | Concentration: AI, Robotics & Gaming | GPA: 3.8

UNC Charlotte | BS, Computer Science

May 2019

Major: Computer Science | Minor: Computer Engineering, Mathematics | GPA: 3.3

UNC Charlotte | Undergraduate Certificate, Game Design & Development

May 2019

Skills

Programming

- Python
- SQL
- C++
- C#
- Java
- HTML/CSS

Tools

- Azure DevOps
- Git/GitHub
- Adobe Suite
- Microsoft Office
- Unity/Unreal Engine