


PAUL ATKINS

SOFTWARE DEVELOPER

CONTACT

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(910) 617-6450 

Orlando, FL 

[Portfolio](#) 

EDUCATION

MS, Computer Science

University of North
Carolina at Charlotte

Aug 2019 - Dec 2020

GPA: 3.8

BS, Computer Science

University of North
Carolina at Charlotte

Aug 2015 - May 2019

GPA: 3.3

Certifications

Undergraduate Certificate in
Game Design & Development

SKILLS

PROGRAMMING

Python

SQL

C++

C#

Java

HTML

TOOLS

Azure DevOps

Git/GitHub

Adobe Suite

Microsoft Office

Unity/Unreal

WORK EXPERIENCE

Software Developer

General Motors

September 2021 - February 2024 / Austin, TX

- 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.

Graduate Research Assistant

UNC Charlotte

June 2019 - May 2020 / Charlotte, NC

- 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.

College of Computing & Informatics Technology Solutions Office Technician

UNC Charlotte

October 2017 - April 2019 / Charlotte, NC

- 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.