

Wren Erickson

(612) 601-2529

wrennicoleerickson@gmail.com

Please visit my resume website at <http://www.wrenerickson.com>

EXPERIENCE

Code Ninjas – Center Manager

Since August 2020

After teaching kids to code for a long time, I had the opportunity to take over as the center manager. In this role I learned a lot of valuable communication skills and gained a new perspective on business.

Code Ninjas – Lead Sensei

Since May 2019

Teach Programming to kids age 7-14, Outline and Document specific procedures, Administrate the dojo, Develop relationships with clients, Make outgoing sales calls, Hold Tours.

MSUM College for Kids and Teens – Teacher

June and July 2019 - Contract

Assisted with 2 week long courses for 2d Game Development. Facilitated a weeklong course for 3D Game Development using unity.

NDSU Center for 4-H Youth Development – Instructor at CMS Afterschool STEM Program

Since January 2019

Helped teach middle school level children STEM concepts such as game development, CAD, 3D printing, engineering, and more.

Archenemy Interactive, Fargo ND— Co-Founder

Since May 2017

Started an XR and Game Development studio.

Integrity Windows, Fargo ND— Production Associate

May 2018 - September 2018

Worked with a team to assemble windows in a fast paced environment

NDSU Department of Geosciences, Fargo ND — AR Sandbox Developer

December 2017 - 40 Hour Contract

Designed and implemented a GUI to increase the ease of use for the end user.

D'Shannon Aviation, Buffalo MN — Systems Administrator, Web Developer, CAD User

May 2013 - August 2016

Provided preventative maintenance and upgrades. Built custom computers for company use. Developed company website

EDUCATION

NDSU, Fargo ND — *Computer Science*

Fall 2016 - December 2017, January 2019 - Present

Monticello High School, Monticello MN — *High School Diploma*

Graduated 2016

PROJECTS

Gallery VR — *March 2019*

Created a VR art archival experience for NDSU's Memorial Union Gallery.

Discovering Science AR — *January 2019*

Created an AR companion app for a textbook, features various 3D models, diagrams and animations.

UCodeGirl Crack the Code VR Tech Camp — *June 2018*

Taught young girls how to make VR applications using unity and google cardboard.

AR Sandbox GUI — *December 2017*

Designed and implemented a GUI to increase the ease of use for the end user of NDSU's AR Sandboxes.

AWARDS

- 1st Place Winner Fargo Game Jam 2018
- 1st Place Winner of Fargo Public Safety Hackathon. 2018
- 2nd Place Winner of Digi-key Collegiate Computing Competition 2017 (\$3000 Prize)
- 2nd Place Winner of Fargo Public Safety Hackathon 2017
- 1st Place Winner of NDSU's First Annual Byte-le Royale AI Programming Competition 2018
- 1st Place Winner of Fargo Game Jam 2017

SKILLS

Computer Assembly, Computer Maintenance, VR Game Development, Programming (C#, Java, Javascript, PHP, HTML, CSS, SQL), Web Development (Wordpress, Drupal, Bootstrap), Docker, Git, Linux, Microsoft Office, Adobe

Languages

English - Native Speaker

Japanese = ~6 Months