

Character Name Nick Thompson

Class Programmer **Alignment** Chaotic Good **Sex** Male

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Dungeons & Dragons

PLAYER CHARACTER RECORD

Attributes

11	Strength
16	Intelligence
14	Wisdom
15	Dexterity
12	Constitution
13	Charisma

Saving Throws

+2	NULL pointer
+3	Off-by-one index
+1	Thread Safety
+0	Rogue curly brace
+1	Deadlock
+2	Memory leak



Education

Bachelors in Computer Engineering
University of Arkansas, Fayetteville
Graduated : May 2007

Weapon Mastery

C, C++, Perl, Java
Cross-platform development (Win/Linux)
OpenGL, OpenGL ES 2.0

Work History

July 2007 –
March 2010

Dillard's : Programmer / Analyst

Responsibilities: Fixing code that is older than me (Mainframe COBOL)
What I Learned: Corporate America = 95% politics

May – August 2006

Whirlpool Corporation : Summer Intern – IT Department

Responsibilities: Tech support, server management (Window/Linux)
What I Learned: Fun coworkers can make any job interesting

June – August 2005

Whirlpool Corporation : Summer Intern – Product Distribution Center

Responsibilities: Writing Excel macros to make everyone's life easier
What I Learned: Someone will find a way to break your code. Always.

February 2003 –
December 2004

GameStop : Part Time Help

Responsibilities: Sales, cashier, inventory
What I Learned: Retail is soul sucking, even at a game store