

Aidan Russell Parkhurst

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<https://www.rkhur.st>

github.com/AidanParkhurst

Education

2021 - PRESENT; Boston, MA

Boston University, BA in Computer Science

- Cumulative GPA (2 years) : 4.0/4.0
- Completed courses in *Data Structures, Algorithms, Web Dev, SQL, Operating Systems*, and *Probability in Computing*

Experience / Community Service

May 2022 - October 2022; Remote

WorldTree Studios - *Game Developer*

- Rapidly prototyped and demoed gameplay, then refined and finalized functionality with the help of quality testers.
- Networked reliable, time-sensitive game data with a custom-built TCP protocol.

September 2020 - June 2021; Remote

DuckScheduler - *Front End Web Developer*

- Programmed core features and bug fixes, allowing users to build optimized college schedules.
- Used industry level tech (Vue, Docker, Node, etc) in a team environment, maintaining a service with an active user base.

September 2020 - June 2021; Remote

Bedrock2 at MIT-PLV - *Research Assistant*

- Created the programming language Bedrock2, with the MIT Programming Languages & Verification Group.
- Optimized the Bedrock2 compiler for speed, and wrote mathematical proofs of my optimizations' correctness.

September 2020 - June 2021; Remote

UnionBlue - *Full Stack Web Developer / Project Manager*

- Designed a front-end UI, back-end API, and auto-mailing system, used by the "Teamsters" union to negotiate bulk purchases of personal protective equipment.

August 2019 - September 2020; Midland Park, NJ

Code Ninjas - *Programming Instructor*

- Created, tested, and taught curriculums, from the intro level CS up to advanced Javascript and Python programming.

December 2019 - March 2019; Hasbrouck Heights, NJ

Introduction to Programming Course - *Volunteer Instructor*

- Collaborated with 3 friends to develop and teach a comprehensive, 10 week Python curriculum.

December 2018 - 2019; Hackensack, NJ

BCA Web Development - *Full Stack Web Developer*

- Programmed features for the website used internally by BCA staff and students

Related Skills

Programming Languages: Javascript, C#, Python, C++, C, Java, PHP, x86 assembly, Coq

Relevant Technologies: Vue, Svelte, Nodejs, MySQL, Docker, Jupyter, Latex, Gamemaker Studio, Unity

Public Speaking / Presenting: Performed in multiple plays, 10+ years of performing magic tricks