

Chavi Parks

<https://github.com/ChaviParks>
<https://www.linkedin.com/in/chavi-parks>

chaviparks@gmail.com

319.899.0809
Cedar Falls, IA

Education

Certification Computer Science, University of Northern Iowa May 2023
Intro to Computing / Data Structures & Algorithms / Discrete Structures / Intermediate Computing

B.A. Interactive Digital Studies, University of Northern Iowa May 2023
Software Engineering / User Interface Design / Digital Customer Experience / Advanced Digital-Visualization: Augmented Reality

B.A. Communications, University of Northern Iowa May 2023
Organizational Communication / Quantitative Research Methods / Leadership Communication

Skills

Languages: *Python 3, Java 19, HTML 5, CSS 3*

Platforms & Frameworks: *Django, Pygame, Spark AR, WordPress, Adobe Illustrator, Adobe XD*

Strengths: *Object-Oriented Programming, Software Architecture, Interpersonal Communication*

Experience

Amperage Marketing Cedar Falls, IA
Web Developer Intern Jan 2023- Present

- Utilizing WordPress to create and modify customer-driven web pages.
- Review existing projects to improve and refine quality and functionality.
- Participate in Department meetings concerning client requests, feedback, and analytics.

Independent Project Dec 2022

Django Web Application

- A web application designed to allow users to record journal-styled entries on any given topic.
- Users create and sign into an account that stores previously created topics and entries.
- Implemented using Django & Bootstrap Library.

Course Project Nov 2022

Digital Entertainment Catalog

- A program that maintains and presents a user's Audio and Video collections using subclasses and Array Lists.
- Built using Java, this program implements a comparator to organize albums by "listens".
- Introduced within the 'Intermediate Programming' course.

Independent Project June 2022

Pygame Alien Invasion (<https://github.com/ChaviParks/Alien-Invasion>)

- A personal rendition of the classic Alien Invasion game that keeps track of the user's score and level.
- This multi-object program utilizes Pygame to draw objects to the screen as well as detect collisions between them.
- Utilizes personally designed icons, created using Illustrator.