

Hope Parnell

XR/UI Developer | Software Engineer | Tulsa, Oklahoma

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"A jack of all trades is a master of none, but oftentimes better than a master of one."

EDUCATION

Holberton School, Tulsa, OK — *Diploma of Computer Science: XR Specialization*

JUNE 2021 - JANUARY 2023

Peer and project-based 20 month software engineering school in Tulsa, Oklahoma

- Studied 60+ hours a week to complete an accelerated software development vocational program with emphasis on extended reality
- Created functioning games and XR experiences

PROJECTS

VR Escape Room —

https://github.com/Hope-Parnell/holbertonschool-oxoB-unity-vr_room

Simple WIP VR Escape Room

- Features randomized door code changing every 60 seconds
- Contains 20+ grabbable objects
- Uses teleport based locomotion designed to limit motion sickness

Platformer — <https://hope-parnell.github.io/PlatformerV3-Final/>

A 3d platformer game made using Unity and C# Scripting.

- Designed level layouts using imported assets
- Created a player controller mostly from scratch

Maze Game — https://hope-parnell.github.io/Maze_Game/

A simple rolling ball maze game

- Programmed using Unity and C# Scripting
- Features a colorblind mode and simple UI
- Includes scoring from collectable pickup and health loss from rolling over traps

Dungeons&Discord — <https://github.com/Hope-Parnell/DungeonsAndDiscord>

A simple discord bot to assist in playing Dungeons and Dragons

- Programmed using javascript and Discord's API through Discord.js
- Includes dice roller, stat roller, and basic random character generator
- Deployed on Heroku through GitHub

EXPERIENCE

Holberton School, Tulsa, OK — *Student Tutor*

APRIL 2022 - OCTOBER 2022

- Tutored a body of over 100 students on the principles of Computer Science, Full Stack Software Engineering, AR/VR/XR technologies, and Game Development.
- Reviewed submitted work, conducted mock interviews, and provided assistance for 120+ different projects.
- Lead meetings and presentations over various curriculum topics as well as supervising and assisting students during their peer driven learning sessions

Domino's Pizza, Tulsa, OK — *Manager*

APRIL 2017 - JANUARY 2021

- Managed a 1 million dollar store with a team of about 20-40 employees
- Developed and implemented systems to increase workflow efficiency
- Identified employee strengths and weaknesses assigning roles and providing training accordingly

SKILLS

- > Management
- > Optimization
- > Training
- > De-escalation
- > Problem Solving
- > Critical Thinking
- > Schedule Management
- > Delegation

PROGRAMMING LANGUAGES

- > C Programming
- > C# Programming
 - Unity
- > Python
- > Javascript
 - Node
 - npm
- > HTML/CSS

INTERESTS

- > Tabletop RPGs
 - D&D
 - Pathfinder
- > Video Games
 - Streaming
- > Photography
- > Art
 - Acrylic Painting
 - Watercolor Painting
 - Sculpting
- > Music