HOPE PARNELL
UI/UX DEVELOPER | SOFTWARE ENGINEER

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- Hope-Parnell

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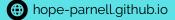
LANGUAGES

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

SKILLS

- Team Management
- Process Optimization
- Schedule Management
- De-escalation
- Team Training

INTERESTS

- Tabletop RPGs
  - D&D
  - Pathfinder
- Video Games
  - Streaming
- Art
  - Painting
  - Digital Art
  - Photography
  - Sculpting
- Music
  - Karaoke

WORK EXPERIENCE

Astro Panda | Application Developer
MARCH 2023 – SEPTEMBER 2025

- Created Web Applications using Blazor Web Assembly
- Created and Maintained Applications for 8+ companies
- Managed and Updated GraphQL APIs for 3 clients
- Participated in monthly feature planning
- Managed and Migrated Cloud Services
- Reviewed and Validated co-workers' projects and bug fixes
- Managed 5+ Websites in Wix Studio
- Organized Information on Web Pages in a clear manner

Holberton School | 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.
- Planned, prepared, and held a two hour live coding reviewing Simple Shell for 40 students.

PROJECTS

Yggdrasil Rising 🔗 🔗
DECEMBER 2022 – CURRENT

WIP Nordic inspired Treehouse Building VR Game using Unity and C# Scripting
- Created title menu with audio and visual feedback for interaction
- Implemented user sound controls
- Minimal user interface for a immersive and relaxing atmosphere

VR Escape Room 🔗
JUNE 2022 – SEPTEMBER 2022

Virtual Reality Escape Room made using Unity3d and C# Scripting
- Features randomized door code changing every 60 seconds
- Contains 20+ grabbable objects
- Uses teleport based locomotion designed to limit motion sickness

Platformer 🔗
MARCH 2022 – MAY 2022

A 3d platformer game made using Unity and C# Scripting.
- Designed 3 level layouts using imported assets
- Applied animations and sounds based off actions
- Created a player controller mostly from scratch

EDUCATION

Holberton School, Tulsa, OK
JUNE 2021 – JANUARY 2023

Diploma of Computer Science and Augmented Reality & Virtual Reality

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, programs, and XR experiences using C, C#, Python, JavaScript, HTML/CSS, and Unity
- Learned game development process from start to finish by building 10+ projects in Unity