

William Parker

GitHub: github.com/Jaspann | San José, CA, 95192 | (603) 661-1301 | wiparker2020@gmail.com

EDUCATION

San José State University | San José, CA

Master of Science in Artificial Intelligence | Expected May 2025

Specialization in Data Science

GPA: 3.47

Southern New Hampshire University | Manchester, NH

Bachelor of Science in Computer Science | May 2023

Concentration in Machine Learning | Minor in Applied Mathematics

GPA: 3.88 | President's List

Extracurricular Activities: SNHU Computer Science Student Association Vice President

Awards: SETA Cup (coding competition), placed 3rd 2020 and 2022.

TECHNICAL SKILLS

Languages: Python, C++, TypeScript, JavaScript, Dart, Kotlin, Java, Swift, C#, R, HTML, CSS, XML, SQL

Operating Systems: Android, Windows, UNIX/Linux, Android Auto

Editors & Tools: VS Code, JetBrains IDEs, Git, CMake, AWS, REST APIs, Redis, Bluetooth LE, Flutter, Angular, NestJS

Artificial Intelligence: PyTorch, MediaPipe, Hugging Face, OpenCV, Scikit-learn, Keras, Pandas, Gradio

Methodologies: Agile, Scrum, Kanban

RELEVANT WORK EXPERIENCE

Android Engineer Intern | Arity | Remote | June 2022 - August 2022

- Performed R&D to develop a new feature in Routely, Arity's flagship application, and worked on different techniques to capture odometer readings from vehicles for a new mileage tracking feature.
- Tasked to independently develop an Android Auto application under limited resources with the ability to transfer mileage data from the car to the user's phone.
- Worked with computer vision to read the odometer value from a car's dashboard for mileage tracking.

SOFTWARE PROJECTS

Chord Llama | February 2024 - Present

- Procured a database on openly available MusicXML to fine tune Llama 2 7B on sheet music generation.
- Utilized modern libraries and techniques to fine-tune the model, with Hugging Face, Unsloth and QLoRA.
- Creating a frontend for users to upload sheet music for the model to generate from.
- Hugging Face: huggingface.co/Chord-Llama

FreeMoveVR | September 2022 - Present

- Developing an application suite for a VR full body tracking solution in SteamVR.
- Building a mobile application using Flutter, and desktop application in Python, with MediaPipe to estimate the user's body position in real time from the camera video feed.
- Creating a PC driver in C++ using OpenVR to convert the user's pose estimated from the external applications into VR and communicating over Bluetooth Low Energy and Named Pipe connections.

Yabi | December 2021 - April 2022

- Developed an app intended to connect collectors to the items they are looking for.
- Worked as Front-end developer for an Android application using Kotlin and XML and led small team of three as project manager using agile methodology. Helped design Google Firebase database for the project.
- GitHub: github.com/Jaspann/Yabi

ADDITIONAL EXPERIENCE

IT Helpdesk Assistant | Southern New Hampshire University | Manchester, NH | August 2021 - April 2022

- Assisted with in-person and over-the-phone troubleshooting for both students and faculty and demonstrated the ability to provide technical assistance on Windows, Mac, and mobile devices.
- Learned cybersecurity practices on an organizational level and helped system administrators.

COMMUNITY INVOLVEMENT

Litchfield Troop 11 2019 Boy Scouts of America Eagle Scout