SETH PARSONS

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EDUCATION

The University of Texas at Austin, Austin, TX

January 2020 - August 2023

Bachelor's Degree, Computer Science

GPA: 3.4

Relevant Coursework: Operating Systems, Software Engineering, Ethical Hacking, Artificial Intelligence

Austin Community College, Austin, TX

June 2018 - March 2020

General Studies GPA: 4.0

Relevant Coursework: Programming Fundamentals, Calculus, Engineering Physics

SKILLS

Technical /Computer Skills:

- Object-Oriented Programming Advanced
- Software Troubleshooting and Testing Advanced
- Web Development with Continuous Integration/Deployment Intermediate
- Microsoft Office, Adobe Software, Atlassian Software Suites Advanced
- Hardware Installation, Repair, and Maintenance Advanced

Programming Languages:

- Java, Python, C++ Advanced (5+ years experience)
- Swift, Javascript, HTML/CSS Intermediate (1-2 years experience)
- SQL, C#, x86 ASM Basic

Certifications: A+ Certified Computer Technician

EXPERIENCE

ATS Engineers, Inspectors, and Surveyors, Austin, TX

June 2018 - Present

Technology Assistant

- Assisted with every aspect of the development and implementation of a new internal software system
- Wrote Java and Python code that sped up portions of ATS's development workflow by 300%
- Extensively used and taught Git, Sourcetree, Jira, Bitbucket, Docker, IntelliJ, and Adobe Acrobat, among others
- Testing lead wrote thousands of lines of documentation and feedback for both developers and end users
- Troubleshot and resolved technical issues for over 40 employees, improving IT support satisfaction rates by 50%

PROJECTS

- **FUTURFINDR.ME:** Dynamic website built in collaboration with a 4-person dev team at UT to help students prepare for and plan their future careers, housing, etc. Includes a React.js frontend, Flask backend, PostgreSQL database with data scraped from multiple APIs, and a Postman documentation page.
- BPMN BULK EDITING TOOL: Spearheaded and single-handedly developed a Java tool deployed at ATS, significantly streamlining the creation of BPMN diagrams used with our internal software. Includes a whole-folder file editing capability which saved other employees countless hours of time.
- **STAR FOX FOREVER:** Designed and developed a video game using the Godot engine and C++. Mechanics were programmed to be reminiscent of the beloved Star Fox 64 but with infinite, procedurally-generated levels. Available to download on GitHub.
- **ENABLE_EXTENSIONS.PY:** Linux backdoor script written for Ethical Hacking which adds multiple remote shell backdoors to the OS. Programmed using Kali Linux to avoid detection and reinstall itself if removed.
- **SETHPARSONS.ME:** Personal website made similarly to FuturFindr with the purpose of showing off my projects, hobbies, and resume. Hosted on Amazon Web Services (AWS) using Amplify, EC2, Route 53, and RDS.