Seth Parsons

Junior Software Developer

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Self-motivated and ethusiastic IT professional with a strong foundation in computer literacy and a lifetime of experience finding and building long-lasting solutions to technology problems. Adept at picking up complicated concepts and programming fields quickly and building sturdy and reliable solutions with excellent communication and documentation.

Education

January 2020 - August 2023

Bachelor's Degree in Computer Science The University of Texas at Austin

GPA: 3.3

Relevant Classes: Data Structures, Operating Systems, Software Engineering, Compilers, Intro to Wireless Networks, Game Technology, Ethical Hacking, Artificial Intelligence, iOS Mobile Computing, Competitive Programming

August 2018 - May 2020

General Studies Austin Community College at Austin, TX

GPA: 4.0

Relevant Classes: Programming Fundamentals I, II, and III, Calculus I, II, and III, Engineering Physics I and II

Professional Experience

June 2018 - Present

Information Technology Assistant ATS Engineers, Inspectors & Surveyors

- Deployed hundreds of Windows 10 and Android tablets to building inspectors
- Solved various I.T. issues in-office and from home
- Assisted contracted software development team in building, maintaining, and documenting internal record-keeping tool
- Used Git, Java, Adobe Acrobat, and multiple Atlassian tools to help said team
- Also learned and used Spring Boot, IntelliJ, Docker, and other software development tools

June 2018 - August 2020

Delivery Driver Jet's Pizza

- Learned time management and various interpersonal skills
- Handled stressful situations and difficult customers

Projects

- FuturFindr.me - Website I built with a team in my Software Engineer class which provides uses a place to scout out a career, housing, and school from one location. Includes a React.js frontend, Flask backend, PostgreSQL database with data scraped from multiple APIs, and a Postman API documentation page.
- Star Fox Forever - Fan game I built in my Game Technology class using the Godot engine and C++. Mechanics were programmed to be similar to Star Fox 64 but with a infinite procedurally-generated level.
- enable_extensions.py - Linux backdoor script I wrote in my Ethical Hacking class which adds a remote shell backdoor to the OS as both a cron job and a bashrc script, as well as a systemd service which reinstalls the two other backdoors if it detects either were removed. Installed scripts are given tricky names to avoid detection.
- BPMN Bulk Editing Tool - Java program I wrote for ATS that helps with creating BPMN diagrams we use for our internal record-keeping tool. Mostly just a JSON find-and-replace tool with some Windows file-editing functionality, but its been extremely useful and saved us a bunch of time.

Key Skills

- Python, Java, C++
- Web Development with React.js and Flask
- Git, Docker
- Atlassian Suite, Microsoft Office
- Literate and knowledgable about a wide variety of computing fields