Parker Middleton

Computer Science Student

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EDUCATION

Bachelor of Science in Computer Science — Salt Lake City, UT

University of Utah — August 2023 - May 2026

- **Relevant Coursework:** Software Practice I & II, Computer Systems, Algorithms, Database Systems, Practical Machine Learning, Mobile App Programming (Android), Web Development, Linear Algebra
- **Dean's List:** Fall 2024, Spring 2025

TECHNICAL SKILLS

Languages: C/C++, C#, Kotlin, Python, JavaScript (Node.js, TypeScript)

Web & Mobile: React, React Native, HTML/CSS, Tailwind, Android Studio, Jetpack Compose

Tools & Backend: Git/Github, Docker, Firebase, SQL, PyTorch, .NET, Linux

Architecture & Process: MVC, MVVM, TCP/IP, Scrum, Unit Testing

PROJECTS

TA Grading Web Application - HTML, CSS, JavaScript, Django, Python, AWS — May 2025

- Developed and deployed a full-stack grading platform on AWS to support 100+ students and TAs for a university course.
- Enforced security and managed 3 distinct user roles using Django's built-in authentication and form handling.
- Defined varying degrees of functional scope and data access across user roles, ensuring efficient separation of concerns.
- Created a front-end grade hypothesizer using JavaScript to let students project final scores and track necessary grades.

Draw on the Go - Kotlin, Android Studio, Firebase, SQLite, MVVM — December 2024

- Developed a low-latency, touch-responsive canvas and implemented MS Paint-style drawing tools for a smooth user experience.
- Architected a native Android application in Kotlin, enforcing MVVM for robust, lifecycle-aware, and testable code.
- Implemented Firebase for user authentication and authorized cloud-based storage of community-shared drawings.
- Optimized user data persistence by implementing safe CRUD operations using SQLite for all local-only content

Bar Blunder: Cocktail Creation Simulator - C++, Qt Creator, LiquidFun, Box2D, Agile — May 2024

- Developed a C++ educational simulator using Qt Creator to teach craft cocktail creation to a college student demographic.
- Leveraged LiquidFun physics to implement a real-time pouring mechanic that adheres to professional bartending standards.
- Practiced Agile methodologies in a six-person development team, consistently delivering sprint goals on schedule.
- Incorporated accessibility settings within the application to broaden appeal and ensure cross-compatibility across desktop platforms.

Neon Snakes: Multiplayer Snake Battle Arena - C#, .NET MAUI, TCP/IP, JSON, MVC, XML — December 2023

- Developed a high-concurrency competitive snake game in C# and TCP/IP supporting hundreds of clients on a single server.
- Implemented custom networking logic to parse and serialize JSON objects for real-time world state and movement.
- Constructed a Model-View-Controller (MVC) architecture on top of a client-server pattern to enforce separation of concerns.
- Defined configurable game settings using XML to allow server owners to dynamically adjust snake attributes and arena layout.

WORK EXPERIENCE

Bartender & Mid-Management — Cottonwood Heights, UT

Porcupine Pub & Grill — July 2020 - Present

- Spearhead product development by curating 30+ ingredient-focused cocktail menus, boosting customer engagement.
- Integrate and enforce alcohol policies to ensure guest safety and maintain restaurant compliance.

Manager & Bartender — Frisco, TX

Kelly's Craft Tavern — February 2019 - March 2020

- Managed cash flow and revenue tracking across multiple shifts, resulting in daily variance accountability and reduced loss.
- Trained and mentored a team of 60+ new employees on service standards, product knowledge, and point-of-sale systems.