

Parker Middleton

Computer Science Student, AI Emphasis

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EDUCATION

Bachelor of Science in Computer Science, AI Emphasis

Salt Lake City, UT

University of Utah

Aug 2023 - May 2026

- **Courses:** Software Practice I & II, Computer Systems, Practical Machine Learning, Algorithms, Database Systems, Linear Algebra, Human Centered Design, Data Analysis, Mobile App Programming (Android), Web Development
- **Deans List:** Fall 2024, Spring 2025

TECHNICAL SKILLS

Programming: C/C++, C#, HTML, CSS, Java, JavaScript, Kotlin, Python, SQL, TypeScript, x86

Software: Android Studio, Docker, Eclipse, Firebase, Git/Github, Jetpack Compose, LaTeX, Linux, MVC, MVVM, .NET, PyTorch, Qt Creator, TCP/IP, Typst, Visual Studio, VSCode, Windows

PROJECTS

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

May 2025

- Created a website functioning as a medium for submitting, grading and creating assignments in a college course.
- Enforced authentication and authorization using Django's built in tools centered around form handling.
- Defined different behaviors based on the role of the logged in user, creating varying degrees of scope.
- Manipulated data with JavaScript allowing users to hypothesize grades to determine what is necessary for a desired grade.

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

December 2024

- Developed a mobile drawing application for Android devices centered around basic MS Paint-style drawings.
- Authorized and authenticated users with Firebase and implemented cloud-based storage for community-shared drawings.
- Built safe CRUD operations atop an MVVM architecture, ensuring lifecycle-aware and thread-safe behavior.
- Optimized user-specific drawing storage using SQLite for local-only content.

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

May 2024

- Designed an educational application targeted toward college students to teach the basics of craft cocktail creation.
- Leveraged LiquidFun, a liquid physics library, to incorporate a real-time pouring mechanic adhering to professional bartending standards.
- Incorporated accessibility settings to broaden appeal across desktop platforms.
- Implemented Agile methodologies with a six-person development team, meeting regularly and delivering sprint goals on schedule.

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

December 2023

- Developed a server based competitive snake game with capabilities of hosting hundreds of clients on a single server.
- Sent, received, and parsed JSON objects to transmit movement commands and render real-time world state.
- Constructed an MVC design architecture on top of a client-server pattern that appropriately enforced separation of concerns.
- Defined configurable game settings in XML to let server owners adjust snake attributes and arena layout.

WORK EXPERIENCE

Bartender & Mid-Management

Cottonwood Heights, UT

Porcupine Pub & Grill

July 2020 - Present

- Collaborated with colleagues to curate perfect cocktail menus utilizing thirty different house ingredients.
- Integrated and enforced alcohol policies advantageous for both restaurant liability and guest safety.

Manager & Bartender

Frisco, TX

Kellys Craft Tavern

February 2019 - March 2020

- Built relationships with vendors and distributors that uniquely diversified food and beverage items.
- Interviewed for various roles carefully choosing candidates best fit for optimal performance and culture.

September 08 2025