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 — August 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
- **Dean's 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.
- Implemented 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 physics 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 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 the capability 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

- Curate cocktail menus incorporating 30+ house ingredients, 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

- 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.