

Parker Middleton

Computer Science Student, AI Emphasis

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EDUCATION

University of Utah

Salt Lake City, UT

Bachelor of Science in Computer Science, AI Emphasis

Aug 2023 - May 2026

- **GPA: 3.22**, Dean's List 2024-2025, First-Generation Honors Society
- **Courses:** Software Practice I & II, Computer Systems, Practical Machine Learning, Algorithms, Databases Systems, Linear Algebra, Human Centered Design, Data Analysis, Mobile App Programming (Android), Web Development

SKILLS

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

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

Soft Skills: Communication, Confidential Information Security, Customer Service, Documentation, Inventory, Money Management/Handling, Presentation, Teaching, Teamwork, Time Management

PROJECTS

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

December 2023

- Developed a TCP/IP wrapper enabling seamless client-server communication.
- 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

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 (built on the Box2D physics engine) to incorporate a real-time pouring mechanic adhering to professional bartending standards.
- Incorporated accessibility settings to broaden appeal across desktop platforms.
- Practiced Agile methodologies with a six person development team, meeting regularly and delivering sprint goals on schedule

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

December 2024

- Designed 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.

WORK EXPERIENCE

Manager, Bartender

Dallas, TX / Salt Lake City, UT

Various Restaurants

September 2014 - Present

- Gained a strong work ethic while building advanced communication and customer service skills, and honed the ability to thrive in team-oriented environments.

September 03 2025