Parker Reese
Email: parker.reese@usask.ca
Cell: 1 (306)-361-2084
Website: homepage.usask.ca/~par590

Availability:

May 2017 - September 2018

Education:

University September 2014 - April 2018 (expected)

- Third Year University of Saskatchewan student.
- Majoring in Computer Science with a Bachelor of Science.

High School September 2011 - June 2014

- Graduate of Hague High School.
- Grade 12 Awards: Love of Mathematics, and Outstanding Male Academic.
- Grade 11 Awards: Highest Average, and Most Dedicated.

Technical Skills:

- Proficient programming knowledge in Java, C++, and Bash script.
- Familiar with Git, C, Python, HTML, CSS, C#, Eclipse, as well as MySQL.
- Great experience in various data structures and algorithms, as well as object orientated programming practices.
- Strong understanding of Windows operating systems with a moderate understanding of both Linux and Unix.

Communication Skills:

- Very Comfortable with all forms of written communication; I posses concise and efficient writing skills.
- Strong oral communicating skills with abilities to both give and follow instructions with precision.
- Comfortable and functional in a group dynamic. Able to express ideas or concerns in a clear manner while allowing others to do the same.

Work Experience:

Pesticide Applicator at the RM of Corman Park - Saskatoon, SK. May 2016 – September 2016

- Was required to acquire a Pesticide Applicator Licence, which was accomplished by taking an exam through Saskatchewan Polytechnic. Learned to respect others property as well as accurately document everything I do.

Labourer position at CPS – Rosthern, Sk. April 2015 -September 2015

- Was required to pass my WHIMIS as well as acquire a temporary learners licence for forklift operation. Learned communication, customer service, hard work and taking responsibility.

Home business in computer service and repair – Saskatoon, SK. November 2014 - May 2015

- Learned to refurbish and build computers, troubleshoot errors, problem solve and use good business practices.

Clerk position at Bigway Foods – Hague, SK. June 2012 - September 2014

- Carried out most aspects of store duties; stocking shelves, assisting customers, running till and training new employees.

Extra Curricular:

Volunteering:

PC Tower and Laptop donations October 2016 - present

- Refurbishing old computers and laptops to then be donated to places or people that need it.

Halloween Food Drive October 2016 & 2013

- Lead and participated in a food drive to help feed the homeless.

Sherbrooke Community Centre 1hr/week, January 2015 – May 2015

- Given the title of Spiritual Care Giver I was there to talk with and assist elders in any way that I could.

Badminton Club 2hrs/week, October 2014 – April 2015

- I was the leader of an incredibly fun badminton club that was open to the community.

Activities:

Game Jam October 2016, February 2016/2017

- The goal of a Game Jam is to get together with like-minded enthusiasts to explore interesting or novel game ideas by creating a game from scratch over the course of 48 hours. Game Jams have helped me learn to work with people I have not met as well as expand on my Unity orientated C# skills.

Computer Science Courses:

Introduction to Computer Science and Programming - U of S

- Study of traditional elementary programming, object-oriented programming, debugging, design of objects, and standard algorithms with their analysis in C/C++.

Principles of Computer Science - U of S

- An emphasis on fundamental data structures (lists, stacks, trees) and associated algorithms in C/C++. This course includes recursion, as well as abstract data types.

Programming Principles and Practice – U of S

- Application of software tools - including scripting languages, system utilities and libraries - for construction of small software systems. Integrated with and motivated by programming practices, system development, testing and maintenance issues.

Introduction to Computer Organization and Architecture – U of S

- Topics include machine and assembly language, computer arithmetic, the processor data path and control, pipelining, memory hierarchies, and I/O systems.

Developing Object-Oriented Systems – U of S

- Object-oriented programming. The use of modeling, abstractions, patterns, and GUIs to design and build a good Object Oriented system in Java.

Intermediate Data Structure and Algorithms – U of S

- Formal abstract data types. Tree representations and searching: ordered trees, balanced trees, simple spacial trees. Graph representations and searching: path algorithms, DFS, BFS, and backtracking.

Machines and Algorithms – U of S

- Develop and analyze standard techniques for algorithm development as well as analyze several formal models of computers so that their capabilities are known.

Intermediate Software Engineering – U of S

- Includes topics such as: software development processes, tracking and metrics, project planning, project and group management, IT enterprise strategy and planning, deployment and maintenance, inspection, testing, verification and validation, and quality assurance.

Web Programming – U of S

- Focuses on the concepts, technologies and tools needed for the development of web-centric applications. Special emphasis will be given to client-server programming, scripting, integration of existing application and high-level networking issues.

Implementation of Graphical User Interfaces – U of S

- Advanced introduction to concepts and structures used to develop GUIs in software, focusing on building user interfaces. Covers the fundamentals of GUI toolkits including input, widgets, layout, events, model-view-controller architectures, and two-dimensional graphics.

References:

Clay Kirby, High School Principal
Hague, Saskatchewan

- 1 306-249-2728 (Home)
- 1 306-225-4454 (Work)

Kevin Gareau, CPS Manager
Rosthern, Saskatchewan

- 1 306-232-7056 (Cell)

Janice Gunn, Bigway Foods Manager
Hague, Saskatchewan

- 1 306-270-2443 (Cell)