Parker Reese

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Education:

Bachelor of Science – Computer Science   September 2014 - April 2018 (expected)
University of Saskatchewan

Skills:

Technical:
- Proficient programming knowledge in Java, C++, and Bash script.
- Familiar with Git, Eclipse, C, as well as MySQL.
- Self taught in Python, C#, HTML, and CSS.
- Ample 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:
- Very comfortable with all forms of written communication; posses concise and efficient writing skills.
- Strong oral communication skills with ability 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.

Projects:

Robo Sport
Intermediate Software Engineering (CMPT 370)
- Using simple point to shoot and move interactions, the goal of this game is to eliminate the enemy players from the board.
- Written in Java and developed using Eclipse and Git.
- Only after creating requirements, design, and testing documentation did we begin construction.
- Used a waterfall design process with pair-programming and code review practices.

Personal Website
- A website dedicated to show case me and my projects.
- Built from scratch using HTML and CSS.

Team Soccer
- A cooperative based soccer game where two players are tethered together by a rope.
- Created using Unity and C#.
- A solo project that is still in active development.

Killer Bunny
Game Jam
- As the bunny from Monty Python and the Holy Grail it is your goal to find and eliminate as many knights as possible.
- Created using Unity and C#.
- Learned to work with three new people in this super fun collaborative project.

Desmon the Moon Bear
Game Jam
- You are Desmon the Moon Bear on a 2-D platforming adventure to get to the moon.
- My first ever experience with Unity, C#, and Game Jams all bundled together.

Work Experience:

Pesticide Applicator Summer 2016
RM of Corman Park, Saskatoon, SK.
- Required to acquire a Pesticide Applicator Licence, which was accomplished by taking an exam through Saskatchewan Polytechnic.
- Learned to respect others' property and keep active communication with my co-workers.
- Recorded precise documentation for every project.

Labourer Summer 2015
CPS, Rosthern, SK.
- Required to acquire my WHIMIS certificate as well as a temporary learners license for forklift operation.
- Learned communication, customer service, hard work and, taking responsibility.

Freelance computer service and repair November 2014 - May 2015
Saskatoon, SK.
- Offered I.T. support services as a solo entrepreneurship endeavor.
- Learned to refurbish and build computers, troubleshoot errors, problem solve, and use good business practices.

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.
- Evolved previous computer service and repair freelancing into free donations to the community.

Halloween Food Drive October 2016 & 2013
- Led and participated in a food drive to help feed the homeless.

Sherbrooke Community Centre January 2015 – May 2015
- Assisted and spent time with the elders in the centre as a Spiritual Caregiver.

Badminton Club October 2014 – April 2015
- Created and managed a weekly badminton club to encourage community members to play badminton.
- Advertised to the local community to raise awareness.

Activities:

Game Jam October, February 2016
- 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.
- Enabled me to learn and work with new people.
- Helped expand on my Unity and C# skills.

Awards:

Entry scholarship
- Awarded a $3,000 entrance scholarship from the University of Saskatchewan for a 96% application average.

Schulich Leadership nominee
- Nominated to enter the Schulich Leadership scholarship.
- Each High School was only able to nominate one student.

Grade 12
- Love of Mathematics award.
- Outstanding Male Academic award.

Grade 11
- Highest Average award.
- Most Dedicated award.