

# Ray Parker

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## EDUCATION

**University of Utah, College of Engineering** Salt Lake City, UT

*Bachelor of Honors Computer Science – Entertainment Arts and Engineering Emphasis* Spring 2023

- Web Software Architecture
  - Developed a full-stack website that utilizes databases, logins with email authentication, CRUD pages, and similar website functionalities using HTML/CSS, JavaScript, and C#.
- Computer Graphics
  - Implemented several graphics applications using modeling, animation, and rendering techniques.
- Software Practice II
  - Practiced team-oriented software development for implementing, maintaining, and debugging large software projects.

## SKILLS

- Software Engineering
  - Enhanced my understanding of software development through computer science fundamentals, including data algorithms, operating systems, and computational models.
  - Created multiple applications using a variety of different programming languages such as Java, Python, and C-languages and maintained them through revision control software.
- Game Development
  - Collaborated with many teams with various skillsets to produce and present video game projects.
  - Became familiar with the game development process by using Visual Studio, Autodesk Maya, ZBrush, Adobe products, and various game engines for several game projects.

## EXPERIENCE

**Mystic Moon Studios** Hybrid

*Software Engineer and 2D Illustrator – Whisker Witchery* September 2022 – June 2023

- Collaborated with a 25+ person team to create and publish an independent video game.
- Assisted in the design, illustration, and implementation of 2D illustrations and UI/UX features in-engine.
- Utilized Unreal Engine 5 blueprinting to develop a variety of mechanics and functions.

**Freelance Artist and Illustrator** Remote

*2D Illustrator* May 2020 – Present

- Communicated invoices, project changes, and commission details to ensure client satisfaction.
- Promoted commissions by creating different advertisements and marketing through social media.
- Tracked and managed business profits by monitoring financial earnings and adjusting commission prices.

## ACHIEVEMENTS

**University of Utah Women in Computing Club Officer** Salt Lake City, UT

*Marketing Coordinator & Junior Class Officer* June 2020 – May 2022

- Managed social media relations and the promotion of women-inclusive events.
- Promoted a welcoming, supportive environment for women studying computer science.

**NCWIT University of Utah Representative for Aspirations in Computing** May 2022

- Presented for the University of Utah at an award ceremony for high-achieving technical students.

**Adobe Certified Associate Certifications** Spring 2018

- Earned Adobe CC certifications for Photoshop, Illustrator, Premiere Pro, InDesign and Animate.

**Code to Success Web Stack Developer I Certification** May 2017 – August 2017

- Built websites that interacted with Twitter API utilizing JavaScript, HTML, and CSS.

## ACADEMIC PROJECTS

**HiveQuest Video Game Development**

*Game Engineer and 2D Artist* January 2021 – April 2021

- Organized weekly sprints, delegated tasks, and created weekly priorities to ensure group productivity.
- Ensured quality control of game assets before full implementation into the project.