

Justin Parnell

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Summary

Software Engineer with 7 years self taught experience and 4 years of school taught experience. Looking for either gameplay design/development with experience in C#, C++, and Unity, or Software development with experience in the above languages as well as Python and C.

Projects

Broken Arrow Museum Trivia & Scavenger Hunt

Developed primarily in Kotlin, the Trivia & Scavenger Hunt is a tablet application designed to connect to a remote database that stores trivia questions and photos of scavenger hunt items. The application updated its local information from the remote database upon launched, and contained a secure, password protected, admin section for updating the remote database.

Skills

- C#
- Python
- Unity

Education

Software Engineering

Holberton • Tulsa, Oklahoma
04/2022

Experience

Student Assistant

Midwestern State University • Wichita Falls, Texas
02/2016 - 07/2016

- Greeted and proactively assisted on average 5 visitors, answered on average 20 phone calls daily
- Set up and managed 2000+ files both physically and digitally