

Jack Parsons

Computer Science Student

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Education

September 2020 – Present	University of Alberta <i>BSc. Computer Science Specialization</i> 📍 Edmonton, AB, Canada
September 2017 – June 2020	Louis St. Laurent High School <i>High School Diploma</i> 📍 Edmonton, AB, Canada

Technologies and Programming Languages

Python - JavaScript - C#
Flask - Node.js/Express - React.js - Unity Game Engine
Git/Github - Unix/Linux - Markdown

Personal Projects

January 2021	Covid-19 Tracker Bot(Hackathon Project) 🌐 jackparsonss/Covid-Tracker-Bot <ul style="list-style-type: none">Developed a discord bot to allow user ease of access of COVID-related data from various APIsProduct was fully developed in 24 hours during the HackED hackathon in Edmonton AlbertaTechnologies: Python, Discord API, Johns Hopkins University API
July 2021	Pacman 3D 🌐 jackparsonss/3D-Pacman <ul style="list-style-type: none">Created a 3D single-player game that mimics the classic retro arcade game PacmanImplemented opponent AI through a finite state machine and path finding with the A-Star algorithmTechnologies: Unity Game Engine, C#

Work Experience

July 2019 – August 2020	Safeway Inc, Canada <i>Cashier</i> <ul style="list-style-type: none">Worked part time as a cashier during high school studiesOvercame difficulties during the switch to COVID-19, as we had to stay open through the initial lockdownCommunicated with fellow employees to pick up new cleaning jobs to keep customers safe
September 2017 – June 2018	Hockey Edmonton, Canada <i>Referee</i> <ul style="list-style-type: none">Kept composure and make rational choices under stressful situationsProvided necessary work to allow the youth to play the joyful game of hockeySpent every pre-season in training to further develop and improve my skills each season