

Jack Parsons

Computer Science Student

✉ jparsons@ualberta.ca ☎ 587-990-2233 🌐 Portfolio 📄 jackparsonss 📄 jack-parsonss

Education

Sept 2020 – Present | **University of Alberta**
BSc. Computer Science Specialization
📍 Edmonton, AB, Canada

Personal Projects

- September 2021 | **Flavour Flow(Hackathon Project)** 📄 jackparsonss/Flavour-Flow
- Developed a website where users can enter ingredients and generate recipes
 - Product was fully developed in 36 hours during the Hack the North 2021
 - Technologies:** Python, Django, CockroachDB, Javascript, React, Spoonacular API
- January 2021 | **Covid-19 Tracker Bot(Hackathon Project)** 📄 jackparsonss/Covid-Tracker-Bot
- Developed a discord bot to allow user ease of access of COVID-related data from various APIs
 - Product was fully developed in 24 hours during the HackED hackathon in Edmonton Alberta
 - Technologies:** Python, Discord API, Johns Hopkins University API
- August 2021 | **Portfolio Website** 📄 jackparsonss/jackparsonss.github.io
- Created a static website displaying information about myself, projects, and contact information
 - Built using react functional components and plain CSS
 - Set up CI/CD to automatically deploy all changes on the master branch to github pages
 - Technologies:** React, Travis-CI, CSS, Javascript, HTML
- July 2021 | **Pacman 3D** 📄 jackparsonss/3D-Pacman
- Created a 3D single-player game that mimics the classic retro arcade game Pacman
 - Implemented opponent AI through a finite state machine and path finding with the A-Star algorithm
 - Technologies:** Unity Game Engine, C#

Work Experience

- July 2019 – August 2020 | **Safeway Inc, Canada**
Cashier
- Worked part time as a cashier during high school studies
 - Overcame difficulties during the switch to COVID-19, as we had to stay open through the initial lockdown
 - Communicated with fellow employees to pick up new cleaning jobs to keep customers safe
- Sept 2017 – June 2019 | **Hockey Edmonton, Canada**
Referee
- Kept composure and make rational choices under stressful situations
 - Provided necessary work to allow the youth to play the joyful game of hockey
 - Spent every pre-season in training to further develop and improve my skills each season

Technologies and Programming Languages

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