

# Jack Parsons

Computer Science Student

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## Education

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

## Personal Projects

- 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