DAVID PARISE

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| PROFESSIONAL SUMMARY

Creative and detail-oriented Computing Science student with a passion for designing immersive gameplay experiences, seeking an entry-level position to utilize my skills in programming, game design, and problem-solving to contribute to the development of cutting-edge games.

| WORK EXPERIENCE

Dr. Nidhi Hegde - *Research Assistant*
University Of Alberta • 05/2023 - Current
Currently working on the development of a game (on Unity) designed to educate players on bias and the importance of fairness in ML and AI systems.
Tasks include:

- Researching inherent bias in datasets
- Developing ML models to capture biases
- Game design (incl. encounter design)
- Game development on Unity (incl. C# programming)
- Performing statistical, qualitative, and quantitative analysis of data and models to be used.
- Participated in lab meetings and project presentations.

Dr. Nidhi Hegde - *Web Developer Intern*
University Of Alberta • 05/2023 - Current
Working on the design and development of research lab website.

- Wrote custom HTML and JavaScript for existing websites.
- Used content creation tools and digital media to design web sites.
- Documented project changes in team manuals for future reference and use.

Dr. Ildar Akhmetov - *Teaching Assistant*
University Of Alberta • 05/2022 - 08/2022

Dr. Levi Lelis - *Teaching Assistant*
University Of Alberta • 09/2021 - 12/2021

- Helped with grading assignments and tests, providing constructive feedback to students based on results.
- Supported classroom activities, tutoring, reviewing work, and holding office hours.

| SKILLS

- Proficient in C++, C, C#, Python, and Java
- Familiar with game development environments such as Unity and Unreal Engine
- Project Documentation
- Version Control Systems
- Efficient Project Management
- Artificial Intelligence Implementation

| EDUCATION

University of Alberta
Edmonton, AB • 12/2023

Bachelor of Science: Computing Science
- International Student Scholarship, 2019 from University of Alberta
- University of Alberta International Country Scholarship, 2019
- Completed Coursework: Game AI and Programming, Data Science, Software Engineering, Machine Learning, Information Retrieval, Database Management Systems, Computer Architecture, and Algorithms
- Cofounder of Algorithmic Trading Club
- **Synthetic Fluorescein Angiogram Data Generation**, Built a VCGAN to predict missing frames of FA scans - Capstone Project
- **TrackIt**, Developed a habit tracking app for Android with Firebase integration to include social features - Capstone Project
- **Social Distribution**, Developed a blogging network platform that allows the import of other sources of posts (GitHub, Twitter, etc.)
- **Going Merry,** Developed a StarCraft 2 bot capable of intelligently adapting to enemy's army composition
- **PCG level generator for Pac-Man**