

Parker Elftmann

Bloomington, MN • [Email](#) • [LinkedIn](#) • [Portfolio Site](#) • [Github](#)

EDUCATION

Bachelor of Science in Computer Science

University of Minnesota, Twin Cities

College of Science and Engineering

Coursework: Software Development Process – Program Design & Development – Secure Software Systems

PROJECT EXPERIENCE

Who said it? – Discord message Guessing Game

Summer 2025

- Built a full-stack web game powered by real messages, integrating data processing, security, and UI design.
- Processed and organized **100k+ messages** into a searchable dataset, enabling randomized message retrieval and gameplay generation.
- Implemented a password-protected authentication system to secure sensitive personal content.
- Designed and deployed a lightweight web app on Render with **100% uptime**, supporting fast, replayable rounds with randomized multiple-choice options.

Drone Package Delivery Simulation

Spring 2025

- Built a drone-based package delivery simulation in **C++** as part of a **3-person team**, adding encrypted deliveries, adversary logic, and real-time data collection.
- Collaborated with teammates to implement 2 features each week, using **design patterns**
- Wrote **400+ GoogleTest unit tests**, improving reliability and catching regressions during rapid iteration.
- Managed version control in **GitHub** and completed **15+** code reviews; used **Docker** for deployments.
- Organized and led **10 agile** meetings, including **sprint planning** and **retrospectives** across **two sprints**.

Agenda LLM RAG Agent

Fall 2024-Spring 2025

- Developed an **AI-powered Retrieval-Augmented Generation (RAG) agent** in a team of 5 developers, leveraging **MongoDB**, **Llama**, and **Pinecone** to build RAG infrastructure.
- Automated club roles, to save **5+ hours per semester** on agenda planning and knowledge recovery using **Python**, **FastAPI**, **TypeScript**, **HTML/CSS**, and **JavaScript**.
- Led the development phase by creating **5 APIs**, enabling officers to upload and query **100+** historical documents using natural-language prompts.

WORK EXPERIENCE

uNote

Minneapolis, MN

Software Engineer Intern,

October 2025-Present

- Deployed scalable infrastructure using **Docker**, **AWS S3**, and **PostgreSQL** to support **16,000+** concurrent users, integrating **Auth0/Keycloak** for secure **SSO** authentication flows.
- Built **10+ RESTful API endpoints** in Java using **Gradle**, for integration with **PostgreSQL-backed** services.
- Implemented **50+ unit and integration tests** with **JUnit**, reducing regressions across authentication and data-access layers.

Skills:

Programming Languages: **Python**, **Java**, **C**, **C++**, **OCaml**, **SQL**, **JavaScript**, **TypeScript**

Web Development: **HTML**, **CSS**, **Node.js**

Tools & Technologies: **Git**, **GDB**, **RESTful APIs**, **NoSQL**, **Docker**, **AWS**, **AFL (Fuzz testing)**

Databases: **MongoDB**, **Pinecone**

Frameworks: **FastAPI**, **Express.js**, **GoogleTest**, **JUnit**

IDEs: **VS Code**, **IntelliJ**, **Rider**, **Visual Studio**

Operating Systems: **Linux**, **Windows**