

James Parsons

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EDUCATION

FLORIDA STATE UNIVERSITY

MS in Computer Science
Aug 2018 | Tallahassee, FL
College of Arts & Sciences
Summa Cum Laude
GPA: 4.0

BOSTON UNIVERSITY

BS in Biomedical Engineering
May 2014 | Boston, MA
College of Engineering
GPA: 3.0

LINKS

Github:// [jwparsons](#)
BitBucket://[jwparsons](#)
LinkedIn:// [jamespar](#)
StackOverflow://[jwp](#)

COURSEWORK

GRADUATE

Social Network Mining
Artificial Intelligence
Wireless & Mobile Computing
Data Communications
Parallel Programming
Theory of Automata
Cyber Security Fundamentals
Network Security

UNDERGRADUATE

Data Structures
Algorithms
Operating Systems
Theory of Computation
Theory & Structure of Databases
Computer Organization

SKILLS

PROGRAMMING

Skilled:

C++ • Python • Swift • iOS • Unreal
• Git

Knowledgeable:

C# • Java • Unity • Android • \LaTeX
Unix • Mercurial

Familiar:

C • JavaScript • HTML • CSS
Assembly • TensorFlow • Turi Create
NodeJS • Matlab • Perforce

EXPERIENCE

E-CRIME INV. TECH. LAB | Grad. Research Assistant

Jan 2017 – May 2018 | Tallahassee, FL

- Performed collaborative development on an iOS machine learning data extraction application for law enforcement.
- Designed and implemented multiple iterations of an efficient wordbreaking algorithm using Python.

COVALENT REALITY | Virtual Reality Development Intern

Jun 2016 – May 2017 | Tallahassee, FL

- Crafted custom VR experiences for clients in the industry of architectural visualization and spirituality.
- Pioneered an innovative VR architectural visualization template to reduce labor while maintaining quality.
- Mentored new recruits in building VR experiences and adapting to company infrastructure.

FLORIDA STATE UNIVERSITY | Grad. Teaching Assistant

Jan 2016 – May 2018 | Tallahassee, FL

- Guided students through course material in recitations and office hours.
- Assisted in the formulation and grading of homeworks, quizzes, exercises, and exams.
- Delivered lectures to classrooms of 50+ students when the professor was unavailable.

PROJECTS

REBOUND | Unreal Engine 4 + NodeJS

Sep 2017 - Dec 2017 | Tallahassee, FL

Online multiplayer arena deathmatch video game (UE4) with a matchmaking server (NodeJS). Responsible for design, artwork, mechanics, multiplayer support, and matchmaking.

DEEPPREADS | TensorFlow

March 2018 – May 2018 | Tallahassee, FL

Utilized the Goodeads API and recurrent neural networks (TF) to generate text descriptions of books by genre. Performed quantitative analysis to discern the model's accuracy.

LOOPHOLE | Unity

Feb 2017 | Tallahassee, FL

Virtual Reality puzzle game for HackFSU '17. Designated team responsibilities and coordinated efforts between members. Personally developed game mechanics, level design, and UI.

MEATCOIN | NodeJS

Jan 2018 – Feb 2018 | Tallahassee, FL

Text-based Discord Cryptocurrency trading simulator. Invented for use among my friend group on our server. At peak popularity, had 30+ people trading.

AWARDS

2008 Español FL III Honores “El Más Guapo De La Clase”