

James Parsons

jwparsons@pm.me | 305.282.0009 | jwparsons.bitbucket.io

EDUCATION

FLORIDA STATE UNIVERSITY

MS in Computer Science

Aug 2018 | Tallahassee, FL

College of Arts & Sciences

GPA: 4.0

BOSTON UNIVERSITY

BS in Biomedical Engineering

May 2015 | 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 • Azure • 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

- Collaborated with a team of 11 people to develop an iOS machine learning data extraction application for law enforcement.
- Programmed 3 data extraction systems based on computer vision and file meta-data analysis using Swift.
- Researched, designed, and implemented 7+ iterations of a novel wordbreaking (NLP) algorithm using Python (w/ NLTK).

COVALENT REALITY | Virtual Reality Development Intern

Jun 2016 – May 2017 | Tallahassee, FL

- Led the development of 2 commercial VR experiences using UE4 (C++) and Unity 3D (C#).
- Developed a VR architectural visualization template using UE4 (Blueprints) to reduce project initialization labor by ~90%.
- Created video tutorials and hosted weekly seminars to help new hires learn various aspects of VR development.

FLORIDA STATE UNIVERSITY | Grad. Teaching Assistant

Jan 2016 – May 2018 | Tallahassee, FL

- Delivered lectures to classrooms of 50+ students.
- Guided students through course material (Intro. to C++, OOP w/ C++) in recitations and office hours.

OPEN SOURCE

FRESH SCRIPT | Python

Oct 2018 - Present | Miami, FL

A program to consolidate Spotify tracks posted in the HipHopHeads subreddit to a specified playlist. Increased track gathering capabilities by ~200% by handling non-Spotify linked Reddit posts with NLP and Spotify API search.

PROJECTS

REBOUND | Unreal Engine 4 + NodeJS

Sep 2017 - Dec 2017 | Tallahassee, FL

Online multiplayer arena deathmatch video game (UE4) with a corresponding matchmaking server (NodeJS). Responsible for game design, UI/UX, mechanics, multiplayer support, and the matchmaking system.

DEEPREADS | TensorFlow

March 2018 – May 2018 | Tallahassee, FL

Utilized the Goodeads API and recurrent neural networks (TF) to generate text descriptions of books by genre (Fantasy, Mystery, Philosophy, etc.).

MEATCOIN | NodeJS + Azure

Jan 2018 – Feb 2018 | Tallahassee, FL

Text-based Cryptocurrency trading simulator for Discord. Invented for use among my friend group as a joke. At peak popularity, had 30+ people trading. Hosted on a Microsoft Azure VM.