

James Parsons

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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 • 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 (Swift, CocoaPods, UIKit, UI/UX, CoreML, Interface Builder/Auto Layout).
- Designed, implemented, and tested multiple iterations of an efficient wordbreaking (NLP) algorithm using Python (w/ NLTK).

COVALENT REALITY | Virtual Reality Development Intern

Jun 2016 – May 2017 | Tallahassee, FL

- Crafted custom desktop/mobile VR experiences using UE4 (C++) and Unity 3D (C#).
- Contributed to level design, asset creation (Blender), navigation mechanics, UI/UX, and scripting.
- Developed a VR architectural visualization template using UE4 (Blueprints) to reduce labor.

FLORIDA STATE UNIVERSITY | Grad. Teaching Assistant

Jan 2016 – May 2018 | Tallahassee, FL

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

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, artwork, 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. Performed qualitative analysis to discern each model's generative capabilities.

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 Cryptocurrency trading simulator for Discord. Invented for use among my friend group as a joke. At peak popularity, had 30+ people trading.

AWARDS

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