jwparsons.bitbucket.io
github.com/jwparsons

JAMES W. PARSONS

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EMPLOYMENT

Graduate Research Assistant — **E-Crime Investigative Tech. Lab** — **Jan 2017 – May 2018**

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

VR Developer, Intern — **Covalent Reality** — **Jun 2016 – May 2017**

- Led the development of 2 commercial VR experiences using UE4 (C++) and Unity 3D (C#).
- Developed a VR ArchViz 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.

Graduate Research Assistant — **Florida State University** — **Jan 2016 – May 2018**

- Delivered lectures to classrooms of 50+ students.
- Guided students through course material in recitations and office hours.
- Courses: Intro. to Programming (C++), Object Oriented Programming (C++), Computer Organization, AI.

EDUCATION

Tallahassee, FL — **Florida State University** — **May 2015 – Aug 2018**

- MS in Computer Science. GPA: 4.0.

Boston, MA — **Boston University** — **Sep 2011 – May 2015**

- BS in Biomedical Engineering with Minor in Mechanical Engineering. GPA: 3.0.

TECHNICAL EXPERIENCE

Open Source Contributions

- **fresh_script** (Python, 2018). 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, 2017). 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, 2018). Utilized the Goodeads API and recurrent neural networks (TF) to generate text descriptions of books by genre (Fantasy, Mystery, Philosophy, etc.).
- **LoopHole** (Unity3D, 2017). 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 + Azure, 2018). 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.

LANGUAGES AND TECHNOLOGIES

- C++, Python, Swift, C#, Java, C, Javascript, NodeJS, HTML, CSS.
- XCode, Android Studio, iOS/Android Development, Unreal Engine 4, Unity 3D, Azure.
- Git, Mercurial, Perforce, UNIX, Latex, TensorFlow, MATLAB.