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
Knowledgable:
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, Romance, SciFi).

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.