

# 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 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 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 Cryptocurrency trading simulator which runs on Discord. Invented for use among my friend group on our Discord server. At peak popularity, had 30+ people trading.

## AWARDS

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