

JORDAN PARKMAN

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GitHub: github.com/jordanparkman/portfolioProjects2

SKILLS

- C#
- SQL
- HTML 5 / CSS 3 / JavaScript
- Unity
- Visual Studio
- Version Control Systems
- Microsoft Access
- Agile Methodology

EXPERIENCE

GAME PROJECT, ASTRO MUSIC

- Designed, developed, and deployed a game using C# and Unity for the “Extra Credits Game Jam”.
- Maintained the scope of the project, so it could be delivered within the 48-hour time limit.
- Completed the project before the deadline and submitted the game to the game jam.

CONSOLE PROJECT, PAYROLL

- Rapidly prototyped an application that creates pay stubs using C# and Visual Studio.
- Created a program to produce stubs for different employees and demonstrate program extensible.
- Finished a prototype that could add new employee positions without rewriting of the core program.

WEB APP PROJECT, EMAIL LIST

- Started a project to learn front-end and back-end, and to gain experience with Node.js.
- Learned HTML, CSS, and JS on my own so that I could contribute to my firm’s web project.
- Built an email list to deploy a dynamic website that uses MySQL and Node.js for the back-end.

EDUCATION

DECEMBER 2017

BACHELOR OF COMPUTER SCIENCE, ARMSTRONG STATE UNIVERSITY

MINOR IN PHILOSOPHY

EMPLOYMENT

AUGUST 2017 – PRESENT

PROJECT MANAGEMENT SUPPORT, DOVETAIL CONSULTING

- Assisted project management with managing, mentoring, and testing for the organization’s database system, and conducted data migration from a legacy database system to the current system.
- Responsible for analyzing and authoring materials for state and federal Safety & Security reports, plans, and data.