JORDAN PARKMAN

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EXPERIENCE

GAME PROJECT, ASTRO MUSIC

The goal of the Astro Music game was to design, develop, and deploy a game for the "Extra Credits Game Jam", a 48-hour hackathon. The challenge was to maintain a small scope for the project so that it could be completed by the deadline. To overcome this challenge, I collaborated with an illustrator and musician. My contribution to the project was the design and programming. The team was able to successfully complete the project on time and submit it to the game jam.

CONSOLE PROJECT, PAYROLL

The objective for this console project was to rapidly prototype an application that creates pay stubs for a small business. This project needed to produce stubs for different levels of employees and be easily extensible. To ensure this objective was met, I implemented polymorphic behavior where the program would simply read an employee's name and company position from a text file. The result was that the application was capable of adding new employee positions without rewriting major blocks of the program.

WEB APP PROJECT, EMAIL LIST

This was a personal project. The purpose of this project was to learn how to build a front-end and back-end, and to gain experience with node.js. The small business I currently work for is looking to build a website, but does not do web development. I took it upon myself to learn these skills so that I could contribute to the web project. The email list is a dynamic website built with HTML, CSS, and JS and uses MySQL for the database. It is hosted on a server run from a repurposed personal computer. The project was the result of my efforts to learn a set of new skill outside of office hours.

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.

EDUCATION

DECEMBER 2017

BACHELOR OF COMPUTER SCIENCE, ARMSTRONG STATE UNIVERSITY

MINOR IN PHILOSOPHY

SKILLS

- C#
- HTML / CSS
- MySQL
- Unity Engine

- Visual Studios
- Git
- Microsoft Access
- Agile Methodology