

JORDAN PARKMAN

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SKILLS

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

EXPERIENCE

GAME PROJECT, ASTRO MUSIC

- The goal of this project, which used C# and Unity, was to design, develop, and deploy a game for the “Extra Credits Game Jam”.
- I maintained the scope of the project, so it could be delivered within the 48-hour time limit.
- The team consisting of a musician, illustrator, and I, successfully completed the project before the deadline and submitted the game to the game jam.

CONSOLE PROJECT, PAYROLL

- The objective for this project was to rapidly prototype an application that creates pay stubs.
- This project used C# and Visual Studio to produce stubs for different levels of employees and demonstrate extensible.
- The result was that the prototype could add new employee positions without rewriting of the core program.

WEB APP PROJECT, EMAIL LIST

- The purpose of this personal project was to learn front-end and back-end, and to gain experience with Node.js.
- I learned HTML, CSS, and JS on my own so that I could contribute to my firm’s web project.
- The email list is 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.