

JORDAN PARKMAN

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EXPERIENCE

GAME PROJECT, ASTRO MUSIC

- The goal of this project was to design, develop, and deploy a game for the “Extra Credits Game Jam”.
- The challenge was to maintain a small scope, so the project could be delivered within 48 hours.
- The team, consisting of a musician, illustrator, and me were able to successfully complete the project before the deadline and submit 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 needed to produce stubs for different levels of employees and be easily extensible.
- The result was that the application was capable of adding new employee positions without refactoring of the program.

WEB APP PROJECT, EMAIL LIST

- The purpose of this personal project was to learn how to build a front-end and back-end, and to gain experience with node.js.
- I learned these skills on my own time so that I could contribute to my firm’s 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.

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, GEORGIA SOUTHERN UNIVERSITY

MINOR IN PHILOSOPHY

SKILLS

- C#
- HTML / CSS
- SQL
- Unity Engine
- Visual Studio
- Git
- Microsoft Access
- Agile Methodology