Parker Ford

425-478-821 | parker.g.ford@gmail.com | Seattle, WA

parkersworld.me | https://github.com/parker-ford | https://www.linkedin.com/in/parker-ford-19aabb17a/

Professional Experience

tUser Experience Intern | eVestment   Jun. 2020 - Jun. 2021

Tech Used: React | Figma | Adobe Illustrator | CSS

- Created tools for the design that made making designs faster and easier resulting in an increased amount of interface prototypes.
- Tranlslated interface designs from the design team into React.js assets that were then implemented by the development team and shipped to over 10,000 users.
- Updated legacy web assets to have improved user functionality by redesigning them to react to any variety of screen size and to meet current company design standards.

Relevant Projects

3D Ocean Simulation

Tech Used: Three.js | Vue.js | GLSL | WebGL | javascript

Interactive 3D simulation of Ocean waves that is rendered in the web browser and allows for user interaction.

- Implemented 8 compute shaders that create an ocean height map in realtime using the GLSL shading language.
- Created a vertex and fragment shader to shape and color the mesh, giving it a photo-realistic look.
- Built a system of controls in the Vue.js framework to allow users to control how the ocean is rendered.

3D Rendering Engine

Tech Used: Vulkan | C++ | GLSL | GLFW | GLM

A complete 3D rendering engine built from scratch using the Vulkan graphics library.

- Implemented modern graphics programming techniques to allow for high-performance high-qulaity graphics.
- Created essential Vulkan elements such as the Swapchain, Pipeline, and Command Buffers to allow for CPU and GPU communication.

Course Preperation Website

Tech Used: React.js | Firebase | HTML/CSS

Website that allows students to study and share course materials with other students and professors. React frontend with Firebase backend.

- Managed team of 4 developers, planned weekly sprints, and scheduled frequent meetings with client to discuss developments and furutre goals.
- Designed and implemented user interface that allowed users to track progress, create, and take practice exams, with the interface designs focused on UX principals.

Education

Bachelor of Science, Computer Science | Western Washington University   Sept. 2016 - Mar. 2021

Minor: User Experience Design

Relevant Coursework: | Databases | Data Sctructures | Analysis of Algorithms | Object Oriented Design | Compute Systems | Networks | Formal Languages | Opereating Systems | Networks | Formal Languages | Game Programming | Human-Computer Interaction | Computer Vision | Computer Graphics

Skills

C++ | C | C# | Javascript | Java | Python