

Parker Bixby

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[LinkedIn](#)

[GitHub](#)

Education

Bachelor of Science in Computer Science, Software Security Concentration

Gonzaga University, Spokane, WA

Graduation Date: May 2025

Dean's List: Spring 2023 | Intramural Volleyball, Basketball | Gonzaga Climbing Team |

Ace Hardware Employee | Thriftway Employee

Technical Skills:

C++, Python, Java, MySQL, Postgres, GitHub, Node.js, HTML, Javascript, Docker, Automation, Agile, PGVector, Data structures and algorithms

Computer Science Experience:

Spokane Mayor's Cup CTF 2023, 2024

- Competed on a 4 person team on a Capture the Flag event held by Spokane, Washington with over 150 people in groups up to 5 people.

Gonzaga University Hackathon

- Worked with a 4 person team developing a website to allow users to make mock trades based on real prices of stocks using an API for stock trading.
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Related Courses:

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| • Software Engineering | • Algorithms & Abstract Data Structures |
| • Software Development | • Organized Programming Languages |
| • Applied Cryptography | • Computer Security & Cyber Security |
| • Internet of Things | • Python Programming |
| • Operating Systems | • Linux/DevOps |
| • Computer Organizations | • BioMedical Informatics |
| • Database Management Systems | • Data Science Algorithms |
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Projects:

MyPI: Developing a basic programming language with a built in, lexer, parser, semantic checker, syntax analysis, code generator and virtual machine.

Mailbox Notification: Developed Python scripts and configured GPIO pins on the Raspberry Pi to notify the user when it is opened or closed via email.

Workout Website: Designed and developed a website used to record workouts, using user authentication, encrypted data storing, dynamic database, and a quality review system for users.

Linux and DevOps: Developed and deployed a system counter using GitHub workflows and Docker containers. Implemented CI/CD pipeline for automated testing and deployment. Gained hands-on experience with DevOps practices and containerization.

Connect 4 AI: Implemented and compared Minimax and Monte Carlo algorithms to evaluate their performance in Connect 4, analyzing scalability, computational efficiency, and decision-making accuracy on standard and larger boards.

