PARKER SPROUSE

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Profile Summary

- Nine years of primarily self-taught programming experience
- Experience with ES6 JavaScript, Java, C#, Python, and Ruby
- Experience with Node.js, React, and Vue.js
- Experience with Git
- Experience with Unity, Godot, MonoGame, and LibGDX
- Created a number of personal game development projects and prototypes
- Past member of the International Game Developers Association (IGDA)

Work Experience

BusPatrol America, LLC. (2018 – Present)
Software Engineer
Primary front-end developer

Force Multiplier Solutions, inc. (2016 – 2018)
Software Engineer
Primary front-end developer

Raising Cane's Chicken Fingers, LLC (2012 – 2016)
Back-of-house kitchen specialist
Considered a leader of the restaurant
Responsible for training new crew members
Responsible for keeping the restaurant's standards met
Responsible for communication between management and crew members

Education

University of New Orleans (2012 - 2017)
Graduated with a Bachelor's in Computer Science with a concentration in Game Development

Louisiana Tech University (2011 - 2012)
Bachelor's in Computer Science

Jesuit High School (2007 – 2011)
Graduated on an advanced academic track

Other Accomplishments

- Placed 1st in the Greater New Orleans literary rally in the subject of Computer Science
- Awarded the *Susan and Garic Schoen award for Excellence in Computer Studies* from Jesuit High School
- Worked as a developer, designer, and QA tester for a team-based project of ten people