Parker Rowe

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Experience

Software Engineer in Test @ Acre
September 2023 – Present
→ Cut monorepo's GitLab CI/CD pipeline runtime in half by developing a selective test running tool, enabling E2E parallelisation, and cleaning up job dependencies
→ Successfully implemented a tool to track report and track E2E test flakes in CI through Jira, effectively communicating the process to the rest of the engineering team
→ Designed and developed a test framework to test changes to handlebars templates across hundreds of scenarios, with a visual differ to see regressions.
→ Spearheaded the use of a Test Case Management System to track quality targets.

Software Engineer @ Prowe Software
April 2023 – Present
→ Develop and deploy websites for clients, showcasing proficiency in designing and creating websites across web-frameworks and cloud platforms.
→ Collaborate closely with clients to understand their business objectives and translate those into intuitive, and performant web experiences.

AI & Computer Vision Developer @ Queens AutoDrive Team
Sept 2021 – April 2023
→ Designed and implemented 2D traffic light classification systems using ROS and Tensorflow for use in our autonomous vehicle for the SAE AutoDrive II Challenge.
→ Deployed a GitHub actions documentation site pipeline for the team's Python library.

Software Developer @ Ericsson
May 2021 – August 2022
→ Volunteered to lead full-stack development of a new VPN certificate system using TypeScript, React, NextJS, Docker, OpenVPN, and tested with Cypress. Our team of 4 interns developed a web app that allows Ericsson Response and the UN to securely manage access to private networks during disaster relief missions. Now used by Ericsson Response and UN Volunteers around the world.
→ Designed, deployed, and wrote technical documentation for a Kubernetes-scaled AI material prediction feature in Azure to predict floorplan materials given an image.
→ Developed and unit tested new features for Ericsson Indoor Planner's .NET API.

Software Development Intern @ Distributive Network
July 2020 – April 2021
→ Wrote, deployed, and presented brand new onboarding documentation for 50+ beta testing developers using our API through Distributive's First Devs program.
→ Led full stack development using TypeScript, Node, and GraphQL, implementing a feature for predicting & visualizing COVID cases based on Ontario lockdown levels.

Vice Captain & AI Team Manager @ Queen's Robomaster Design Team
May 2019 – May 2021
→ Led the operations of a 50+ member design team to build 6 robots to compete in the 2021 DJI International Robomaster competition in Shenzhen, China
→ Successfully led a team of 20+ members to train, document, and integrate a custom object detection model using Tensorflow, SSD MobileNetV2, Python & OpenCV for detection and aiming at enemy robot armour plates.

Education

BASc - Computer Engineering
Queen's University, Canada
2018 – 2023
→ Enrolled in a specialized stream focused on combining entrepreneurship and engineering skills. Partnered with the Smith School of Business.
→ Relevant Coursework: Algorithms, Compilers, Operating Systems, Machine Vision, Data Structures, Object Oriented Programming, Databases, Computer Architecture

Projects

Cypress V8 Coverage Plugin
Plugin for Cypress test framework to take coverage using the V8 Engine's built-in JS code coverage – no need to instrument your application!

Roggle – A WebAssembly Powered Boggle Solver
roggle.prowe.ca
Using WebAssembly, OpenCV.js, TensorFlow.js and Rust I created a webapp that allows users to take a photo of their Boggle board and it will provide a list of all possible solutions.

Live Speaker Identification and Speech Transcription
github.com/parkuman/capstone
My culminating undergraduate project that leverages OpenAI's Whisper, enabling live audio transcription and speaker identification – all without an internet connection.

PocketCMS
A stripped back user-facing CMS panel for PocketBase. Used by my clients on a few of their sites!

Interests

Camping, Running, Cooking, Climbing, Travelling, Self Hosting