

PARKER JACKIM

Full Stack Developer

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1-(847)-602-4988
Fort Collins, Colorado

Portfolio
LinkedIn
GitHub

OBJECTIVE

Refine current and develop additional software engineering skills to broaden prior team-oriented and large-scale development experiences.

EDUCATION

High School

Libertyville High School

August 2015 – May 2019 Libertyville, IL

3.5 GPA. Completed five AP classes, including Computer Science Principles and Computer Science Applications.

Bachelor's in Computer Science

Colorado State University

August 2019 – Present Fort Collins, Colorado

Computer Science major with 3.8 GPA.

EXPERIENCE

Freelance Developer

Self Employed

2016 – Present

Developes various solutions for online clients. Commissions include but are not limited to functional GUI templates, videogame modding & hacking, identity branding, and teaching.

Teacher

iD Tech

May 2021 - August 2021 Online

Taught students, from the ages of 7 to 18, various classes, including Minecraft modding in Java and the foundations of programming in C++ and Python.

PROJECTS

Game Hacking - C#

Spring 2020

Created a Unity Engine hack for a game called [The Forest](#). This project enabled me to learn and explore:

- Efficient data structures
- Reverse engineering
 - Dumping game objects
 - Using [ILSpy](#)
 - Discovering basic network vulnerabilities
- UX Design
- Mono Injection

Ant Game - Unity Engine

Fall 2019

Created models, learned rigging, learned texture painting, and learned animation for an [ant simulation game](#).

Trip Planner - CMMI - SCRUM

Fall 2021

A school project oriented around team-based software development and Capability Maturity Model Integration (CMMI). The objective was to create a trip planning website. We gained experience in:

- CMMI
 - Configuration management
 - Change management
 - Development and release of baselines
 - Integrity & maintainability audits
 - Integration strategies
 - Design evaluation
 - Peer evaluations & Testing
- SCRUM
- GitHub & ZenHub
- Code Climate
- Reactstrap
- Database implementation
- UX testing and implementation

Memory Hacking Unreal Engine - C++

Fall 2021

A hack for [Mordhau](#) that extended the user's view. This project enabled me to practice:

- Memory editing/patching
- Reverse engineering
- Client feedback
- DLL Injection

PCAP Certified Associate in Python Programming

Summer 2020

PROGRAMMING LANGUAGES

C++

JAVA

C#

Bash

Python

React JS

HTML / CSS

