PARKER JACKIM

Full Stack Developer Internship

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📞 1-(847)-602-4988   LinkedIn
📍 Fort Collins, Colorado   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

Develops various solutions for online clients. Commissions include but are not limited to functional GUI templates, video game 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

DETER Lab - 🔗
📅 Fall 2021   📍 CSU CS-356
Completed various cybersecurity DETER testbeds ranging from:
- SQLi
- Buffer Overflow DoS
- SYN Flooding
- L7 Privilege Escalation

PCAP Certified Associate in Python Programming
📅 Summer 2020

PROGRAMMING LANGUAGES

Language	Rating
C++	●●●●○
JAVA	●●●●●
C#	●●●○○
Bash	●●●●○
Python	●●●●●
React JS	●●●●○
HTML / CSS	●●●●●