PARKER JACKIM

Full Stack Developer

- @ parkerwjackim@gmail.com
- 📞 1-(847)-602-4988
- 📍 Fort Collins, Colorado
- 🔗 Portfolio
- in LinkedIn
- GitHub

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

Graphic Designer
Self Employed

📅 2012 – Present   📍 Libertyville, IL

Founded an online graphic design business. Creates 3D models, logos, banners, animations, graphic designs, and other projects for clients using Cinema 4D, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, ZBrush, Substance Painter, and Maya.

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.

ACCOMPLISHMENTS / PROJECTS

Trip Planner - 🔗 - CMMI - SCUM
📅 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

OBJECTIVE

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

PROGRAMMING LANGUAGES

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

PROJECTS

Memory Hacking Unreal Engine - C++
📅 Fall 2021

A hack for Mordhau that extended the users view. This project enabled me to practice:
- Memory editing/patching
- Reverse engineering
- Client feedback
- DLL Injection

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.
- Ant: 1, 2, 3

PCAP Certified Associate in Python Programming
📅 Summer 2020