

PARKER JACKIM

Full Stack Developer

@ parkerwjackim@gmail.com

1-(847)-602-4988

Fort Collins, Colorado

Portfolio

LinkedIn

GitHub/pjackim

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 - React-strap - SCUM

Fall 2021 CSU

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

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 - Unity Engine - 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: 1, 2
- 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