

# PARKER JACKIM

## Undergraduate Research Assistant

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Portfolio  
LinkedIn  
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## 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

C++  
JAVA  
C#  
Bash  
Python  
React JS  
HTML / CSS

