**Sean Daniel Parrell**

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**Education**

Bachelor’s in Computer Science - University of Florida, Gainesville, FL January 2023- August 2025(expected)

Core courses: C++, Python, ASP.NET C#, MySQL, MS SQL Server; GPA: 3.8

Associates in Arts- Santa Fe College, Gainesville, FL September 2022 – December 2023

Core course: Physics I & II, Calculus 1, 2, and 3; GPA: 3.7

Rochester College – Rochester, MI August 2019 – April 2021

Completed 6 college business courses while still in high school; GPA: 3.7

Windermere High School – Windermere, FL Sept 2021 – May 2022

National Honors Society (1 year); GPA: 3.8

Oxford High School – Oxford, MI Sept 2018 – May 2021

National Honors Society (3 years) - GPA: 3.9

**Software Experience**

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| --- | --- | --- | --- |
| Microsoft C# - 2020, 2022 | MySQL Community Server 2022 | MS Office – Word, PowerPoint, Excel | Blender |
| ASP.NET – 2021 - 2023 | Adobe Dreamweaver | FTP – PHPAdmin PLESK, command line | Structured Query Language |
| MS SQL Server 2022 | Unity Game Development | Autodesk Inventor | SDLC  COBOL  Python  SQL |

**Positions**

Technical Writer, LinkedIn Corporation February 2021- present

* Write tests with questions, correct answers, incorrect answers, and explanations for LinkedIn technical videos (over 1000 course IT-related tests developed)
* Write Course Objectives to align with the content of the course
* Edit other author’s course content
* Focus on software development courses (C#, C++, Python) and databases (MS SQL Server, MySQL)
* Consistently exceeded due date and quality variables

CEO, Big Games Corporation March 2019 - present

* Develop video games for Xbox One (7 published), Windows (7 published), and Oculus (4 published)
* Create apps using MS Visual Studio 2022 (started from MS VS.NET 2017)
* Write apps using C#
* Create and maintain database for customer reviews using MS SQL Server 2022
* Create and maintain the Big Games Company web site ([Big Games Company (biggamescorp.com)](https://biggamescorp.com/)
* Expert in Unity Development
* Expert in Blender 3D modelling
* Full Stack Software Developer – Web, Windows, Databases, FTP tools)
* Full production of seven Xbox One games and three Oculus games
* Trained others in the use of Unity, C#, and Blender

Golf Assistant, Disney World Golf August 2021- June 2022

* Maintained golf services
* Handled Customer Service activities

Assistant Manager, Woodchips Express July 2020 – April 2021

* Assistant manager for local sandwich shop
* Handled cash register functions
* Trained other employees

**Hobbies and Interests**

Catholic Gators, University of Florida Sept 2021 – present

* Help community with serving the poor

Gators Robotics Club, University of Florida Sept 2021 – present

* Lead design of solar drone prototype

Team Member, Oxford High School Golf Team Sept 2018 – May 2021

* Active member team

Oxford Wildcats Robotics (FIRST), Oxford Schools Sept 2013 – Sept 2019

* Active Team Member – elementary through high school
* Developed programs to control robots written in C#
* Michigan State Robotics Championship in 2015 and 2016

Team Member, Oxford Track Team Sept 2017 – May 2019

* Participated in 200 meter dash and 400 meter dash

Alter Server, St Joseph Catholic Church Sept 2012 – Dec 2015

* Volunteered in mass services

Flight Training Professionals December 2022 – Present

Solo Private Pilot license – completion Fall 2023

Orlando Executive Airport, Orlando, FL