

TANYA PARKER

[CONTACT INFORMATION WITHHELD]

EDUCATION

University of Southern California

B.S. in Computer Science

CS-Major GPA: 3.44/4.0 **SAT:** 750M 740R 700W

Technical Skills: Java, C++, JavaScript, HTML, CSS, Ruby on Rails, Git, Photoshop

Awards: Full Tuition Trustee Scholarship, Merit Research Scholarship, Dean's List (GPA 3.5+)

Los Angeles, CA

Expected 2014

EMPLOYMENT

Electronic Arts Inc.

Software Engineer Intern for Pogo.com

Redwood Shores HQ, CA

May 28 – Aug 16, 2013

- Created an SDK prototype that communicates between HTML5 games and Pogo game servers
- Integrated stand-alone HTML5 Word Whomp game with Pogo.com
- Implemented intermission for advertisements, automatic login with authentication keys, and triggered game over screen with player info and game statistics

Says.com Social News Network

Development Team Intern

Kuala Lumpur, Malaysia

Jun 25 – Aug 03, 2012

- Created RADAR: a project management dashboard app with Ruby on Rails
- Used SQL queries to collect data from JSON files to keep track of the statistics, current goals, and accomplishments of the company
- Designed front-end with CSS and deployed to Heroku

TECHNICAL PROJECTS

HackTech Hackathon

Fridgit Smart Fridge

Santa Monica, CA

Jan 24 – Jan 26, 2014

- Bootstrap web application that takes fridge inventory and suggests recipes
- Utilized Pinterest API to fetch recipe rich pins, queried with selected ingredients
- Adapted Mitek mobile intelligent imaging API to digitize grocery receipts into fridge inventory

Java Programming

- **Pear Sports Android Application:** Project Manager of a team of 15 for the senior capstone, working with client Pear Sports to create an Android app for trainers to communicate with their trainees.
- **Factory Project:** As team leader, directed a group of 12 students to develop the front-end of an actor driven cupcake factory. The following semester, led a team of 5 to create a multi-threaded, back-end solution for a glass factory.
- **Dunbar Android Application:** Partnered with two students as lead front-end engineer to create an app that makes networking easier by recommending who or what companies to connect with each day.

C++ Programming

- **Network of Friends:** Created a menu-driven social network application to keep track of bi-directional friendships using vectors and stored them in a database file.
- **TCP/IP Builder:** Modified open source code for TCP/IP builder to specifications given by Exact Analytical Sdn. Bhd. Generated a default command line with Stack ID, Time, and Date.
- **Palindrome:** Applied string manipulations to determine if input phrase is a palindrome.

Qt Programming

- **Panda Game:** Created a side-scrolling shooting game. Play as a panda that collects power-ups and avoids enemies. The user can restart, pause, and exit the game by key commands.