

# TRISTAN PARRY

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## TECHNICAL SKILLS

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**Languages:** Python, Java, C++, JavaScript, HTML/CSS

**Developer Tools:** Google Cloud Platform, VS Code, Eclipse, Android Studio, React, Heroku, Git

## PROJECTS

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**Multility** | *Java, Android Studio*

Jun. 2020 – Sep. 2020

- Developed a mobile Android application using Java/Android Studio to house multiple utilities
- Implemented tip calculator, stopwatch, notepad, password generator, fact generator and news page Android fragments
- Accessed public news and fact APIs to provide app functionality using JSON requests
- Led a team of 6 to organize development deadlines and app completion targets
- Published the application to the [Google Play Store](#) gaining an average 4.8/5-star review

**ArrayAssemble** | *JavaScript, HTML/CSS, React*

Apr. 2021 - May 2021

- Developed a sorting visualizer to display real-time array sorting using the React framework
- Implemented functions to generate a randomized array, as well as Bubble/Insertion/Merge/Selection Sort algorithms
- Utilized a CSS flex layout and interactive button elements to create a pleasing user experience

**MilkyWay** | *Python, Discord.py*

Apr. 2021

- Developed a Discord bot to display real-time astronomy information using the Discord.py re-write
- Implemented bot commands to access polygraphic Earth imaging, International Space Station latitude/longitude, etc
- Accessed public NASA APIs to provide bot functionality using JSON requests

**PerDiem** | *Java, Android Studio*

Apr. 2021

- Developed a mobile Android application using Java/Android Studio to operate a user's to-do list
- Implemented a RecyclerView/CardView layout, SharedPreferences saving, and Object-Oriented Programming concepts
- Accessed date/time information and incorporated this data into the application UI

**Monochrome** | *Python, Pygame*

May 2020 – Jun. 2020

- Designed a platformer video game for user enjoyment using Python and the Pygame library
- Improved abilities in sprite/level design to create a dynamic gaming experience
- Constructed a simple in-game physics engine consisting of gravity and collision detection

## EXPERIENCE

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**Sales Associate**

Apr. 2019 – Present

*Damiani Jewellers*

*Woodbridge, ON*

- Assisted customers in selecting merchandise while building relationships to raise profits
- Operated a Point-Of-Sale (POS) system to manage transactions/customer data for company records
- Worked in a fast-paced environment to close sales by communicating with customers/colleagues
- Drove company revenue totals by generating over \$300,000 in sales

**Media Coordinator**

Jun. 2020 – Present

*Vaughan Esports*

*Vaughan, ON*

- Created promotional videos and image assets using Adobe Cloud to promote tournament events
- Increased brand awareness to secure a partnership with AVGL through effective marketing techniques
- Collaborated with team members and set deadlines to execute tasks within a tight timeframe

## EDUCATION

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**University of Waterloo**

Sep. 2021 – Apr. 2026

*Candidate for Bachelors of Applied Science – Computer Engineering (Honours)*

*Waterloo, ON*