

David King Parsons

500 S, Rendondo Dr, Litchfield Park AZ, 85340
602-615-3866, davidparsonsuopmail@gmail.com
Online-Portfolio <http://www1.pacific.edu/~dparsons/>

Objective

Seeking a position in Virtual Reality & 3d design

Education

Bachelor of Science, Computer Science May 2010
University of the Pacific, Stockton, California

Technical Skills

Systems:

- Windows 98 - Windows 7
- Linux(Ubuntu)

Programming Languages:

- C++
- Python
- Java

Scripting Languages:

- VALVE's Scripting system
- Blizzards War Craft 3 Frozen Throne Trigger system
- (GLUT) OpenGL

Relevant Experience

Senior, Research Project 2, 2009-2010

University of the Pacific Computer Science

- Created a game modification with the Half Life 2 Episode 2 game engine.
- Created custom 3d content such as models to fill the environment
- Worked through a design process
- Completed a working game modification

Senior, Research Project 1, 2007-2009

University of the Pacific Computer Science

- Created 3d environment in OpenGL
- Collaborated with Professor on the 3d environment design and implementation of a memory research project
- Coordinated with group members to carry out experiment
- Was invited to and presented at the 2009 Joint Virtual Reality Conference as a result of the project

Employment March 2011 to present Home Depot Lot Attendant

Publications

D. Cliburn, S. Rilea, D. Parsons, P. Surya, and J. Semler. Short Paper: The effects of teleportation on recollection of the structure of a virtual world. In *Proceedings of the Joint Virtual Reality Conference of EDVE – ICAT – Euro VR*, Lyon, France, December 7-9, 2009

Activities and Honors

- Presented at the 2009 Joint Virtual Reality Conference
- Achieved Eagle Scout from Boy Scouts of America by Building a bench and bookcase for church

Community Involvement

Church at Litchfield Park

Boy Scouts of America