JAKE PARENTE

Software Developer

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EXPERIENCE

IT Summer Student

Progress Energy Canada LTD.

📅 May 2016 – August 2016   📍 Calgary, Canada

- Designed and proposed an improved IT Asset Management system
- Researched company app usage, including communicating with the app developers, for a company-wide upgrade to Windows 10
- Helped with basic IT work like setting up workstations and receiving tickets
- Learned much about the business operations of the Oil and Gas industry

Window Cleaner

College-Pro

📅 May 2017 – Sept 2017   📍 Calgary, Canada

- Worked in a team of three which ranked number one in window cleaning sales in western Canada
- Received high customer reviews in quality of work and friendliness
- Provided excellent on-site customer service and follow up communications with >150 customers

Fast Food Worker

The Chopped Leaf

📅 May 2018 – Sept 2019   📍 Calgary, Canada

- Provided basic customer service
- Became a key holder within two months of employment
- Acting manager two nights a week

EDUCATION

Bachelors of Science in Computer Science

University of Calgary

📅 September 2016 – April 2020

SKILLS

- C and C#
- Haskell & Functional Programming
- Unity

RELATED COURSES

- Compiler Construction
- Computer Networks
- Data Structures and Algorithms
- Design and Analysis of Algorithms
- Foundations of Functional Programming
- Implementation of Databases
- Programming Paradigms
- Principles of Operating Systems
- Introduction to Software Engineering

PERSONAL PROJECTS

Database Storage
Bessie Box

Project Description:
- Began as a school project but grew into work for a group member's employer
- Alternative solution to storing messages and customer information from text files to a DigitalOcean managed database
- Allows for scripts to update new customers and orders
- Schema designed to be BCNF and implemented in PostGres
- Apps use Psycopg to connect and query database

Contributions:
- Developed scope of work, project proposal, and reports for project owner
- Designed Schema and integrated queries to apps
- Participated in SCRUM meetings with 2 group members and a SCRUM leader
- Wrote test scripts and debugged database

ZooStreet 🤖
Occasional Notes

Project Description:
- Android game meant for young children
- Made in Unity as a companion to a children's musical
- Included music and simple games

Contributions:
- Experienced the software development process from inception to deployment
- Wrote a Match-3 and a Shell game; Designed and routed a user interface
- Deployed to android store, including configuring a developer account and adhering to android's terms of service

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Unity Game & VR Prototypes
Passion Projects

Project Description:
- Various prototypes developed for android and the Oculus Quest
- Done in my own time for fun; driven by a love of games and VR

Contributions:
- A tabletop RPG dice roller, including functionality with controller-less hand tracking
- A puzzle game created as part of a game jam
- A Flappy Bird clone made to learn more about Unity
- Various ongoing and future projects