



HOPE PARNELL

UI/UX DEVELOPER | SOFTWARE ENGINEER

"A jack of all trades is a master of none but oftentimes better than a master of one."

EDUCATION

Holberton School, Tulsa, OK

JUNE 2021 - JANUARY 2023

Diploma of Computer Science and Augmented Reality & Virtual Reality

Peer and project-based 20 month software engineering school in Tulsa, Oklahoma.

- Studied 60+ hours a week to complete an accelerated software development vocational program with emphasis on extended reality
- Created functioning games, programs, and XR experiences using C, C#, Python, JavaScript, HTML/CSS, and Unity
- Learned game development process from start to finish by building 10+ projects in Unity

PROJECTS

Yggdrasil Rising [🔗](#) [🔗](#)

DECEMBER 2022 - CURRENT

WIP Nordic inspired Treehouse Building VR Game using Unity and C# Scripting

- Created title menu with audio and visual feedback for interaction
- Implemented user sound controls
- Minimal user interface for a immersive and relaxing atmosphere

VR Escape Room [🔗](#)

JUNE 2022 - SEPTEMBER 2022

Virtual Reality Escape Room made using Unity3d and C# Scripting

- Features randomized door code changing every 60 seconds
- Contains 20+ grabbable objects
- Uses teleport based locomotion designed to limit motion sickness

Platformer [🔗](#)

MARCH 2022 - MAY 2022

A 3d platformer game made using Unity and C# Scripting.

- Designed 3 level layouts using imported assets
- Applied animations and sounds based off actions
- Created a player controller mostly from scratch

Dungeons&Discord [🔗](#)

MARCH 2022 - MAY 2022

A simple discord bot to assist in playing Dungeons and Dragons

- Programmed using javascript and Discord's API through Discord.js
- Includes dice roller, stat roller, and basic character generator that randomly chooses one each from 12 classes, 9 races, and 16 backgrounds
- Wrote and published detailed help documents for ease of access using the bot's 8 commands

WORK EXPERIENCE

Holberton School | Student Tutor

APRIL 2022 - OCTOBER 2022

- Tutored a body of over 100 students on the principles of Computer Science, Full Stack Software Engineering, AR/VR/XR technologies, and Game Development.
- Reviewed submitted work, conducted mock interviews, and provided assistance for 120+ different projects.
- Planned, prepared, and held a two hour live coding reviewing Simple Shell for 40 students.

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- Hope-Parnell

LANGUAGES

- C Programming
- C# Programming
 - Unity
- Python
- Javascript
 - Node
 - npm
- HTML/CSS

SKILLS

- Team Management
- Process Optimization
- Schedule Management
- De-escalation
- Team Training

INTERESTS

- Tabletop RPGs
 - D&D
 - Pathfinder
- Video Games
 - Streaming
- Art
 - Painting
 - Digital Art
 - Photography
 - Sculpting
- Music
 - Karaoke