

David King Parsons

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Online-Portfolio www.davidparsons.net

Objective

Seeking a position in entertainment, gaming, & 3d design, computer science

Education

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

May 2010

Technical Skills

3D/2D Software

- 3DSMax7 & 3DSMax2013
- Unreal Engine 3-UnrealDevelopmentKit
- Unreal Engine 4
- Blender
- Valve's SoftwareDevelopmentKit
- Gimp

Employment Experience March 2011 to May 2012 Home Depot Lot Attendant

Relevant Experience

Senior, Research Project 2,

2009-2010

University of the Pacific Computer Science

- Created a game modification with the Valve's SoftwareDevelopmentKit
- 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

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