

# Kevin Parker

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<http://eng.utah.edu/~keparker/portfolio.html>

## Education

### University of Utah

Computer Science Major / M.S.  
3.9 GPA

*Salt Lake City, Utah*  
Fall 2012 – Spring 2013, Spring 2016 – Present  
Anticipated B.S. + M.S.: Spring 2019

### Leland High School

3.96 GPA

*San Jose, CA*  
Graduated 2012

## Skills

- Languages: C, C++, Swift, Objective-C, Java, Python, Bash
- Platforms: macOS, Linux, iOS
- Graphics: OpenGL, Ray Tracing, VR, etc
- Performance: Parallel Computing (MPI, OpenMP), Application Tuning

## Professional Experience

### Nvidia – VR Developer Intern

- Building collaborative virtual workflows using the Holodeck platform and Unreal Engine
- Working with industry partners to define, create, and test enterprise VR use cases

*San Jose, CA*  
May 2017 – Present

### Teal Drones – Consulting

- Migrated a Qt/C++-based firmware flashing utility to CLI on Tegra

*Salt Lake City, UT*  
February 2018 – May 2018

### Nvidia – Tegra Perf & Power Intern

- Developed benchmarks to test Unreal Engine performance on Tegra mobile chips
- Identified bottlenecks; tuned and optimized demo scenes to achieve a 3x speedup

*San Jose, CA*  
Summer 2017

### University of Utah CHPC – Research Assistant

- Increased utilization ratio of compute resources via dynamic hardware/cluster allocation
- Collaborated with Utah's Flux group on their GENI interface and APT cluster

*Salt Lake City, UT*  
October 2016 – May 2018

## Projects / Activities

### SC16, SC17 Student Cluster Competition

- Influential team member in Utah's first and second SCC team, taking second place our first year
- Lead definitions of hardware and software within a 3kW power constraint and monetary budget
- Built, tuned (manually and automatically), and executed HPC code (i.e. HPL, HPCG, Hashcat, etc.)

*Salt Lake City, UT*  
Fall 2016, 2017

### FIRST Robotics team competitions

- Wrote real-time computer vision code for detecting targets and calculating relative location
- Competed in FIRST Robotics worldwide competition in St. Louis, Missouri

*San Jose, CA*  
Spring 2012

## Personal Projects

I enjoy working on projects ranging from robotics and simulations to games and procedural generation.  
For more information, please see: <http://eng.utah.edu/~keparker/portfolio.html>