

Kevin Parker

1234 Some Street
Draper, UT 84020

kevin.m.parker@gmail.com
<http://eng.utah.edu/~keparker/portfolio.html>

Education

University of Utah

Computer Science B.S. + M.S.
3.9 GPA

Salt Lake City, Utah
Fall 2012 – Spring 2013, Spring 2016 – Spring 2019 (expected)

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>