Kevin Parker

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

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

Education

University of Utah — ***Salt Lake City, Utah***
Computer Science B.S. + M.S. — Fall 2012 – Spring 2013, Spring 2016 – Spring 2019 (expected)
3.9 GPA

Leland High School — ***San Jose, CA***
3.96 GPA — Graduated 2012

Professional Experience

Nvidia – VR Developer Intern — ***San Jose, CA***
Building collaborative virtual workflows using the Holodeck platform and Unreal Engine — May 2017 – Present
Working with industry partners to define, create, and test enterprise VR use cases

Teal Drones – Consulting — ***Salt Lake City, UT***
Migrated a Qt/C++-based firmware flashing utility to CLI on Tegra — February 2018 – May 2018

Nvidia – Tegra Perf & Power Intern — ***San Jose, CA***
Developed benchmarks to test Unreal Engine performance on Tegra mobile chips — Summer 2017
Identified bottlenecks; tuned and optimized demo scenes to achieve a 3x speedup

University of Utah CHPC – Research Assistant — ***Salt Lake City, UT***
Increased utilization ratio of compute resources via dynamic hardware/cluster allocation — October 2016 – May 2018
Collaborated with Utah's Flux group on their GENI interface and APT cluster

Projects / Activities

SC16, SC17 Student Cluster Competition — ***Salt Lake City, UT***
Influential team member in Utah's first and second SCC team, taking second place our first year — Fall 2016, 2017
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.)

FIRST Robotics team competitions — ***San Jose, CA***
Wrote real-time computer vision code for detecting targets and calculating relative location — Spring 2012
Competed in FIRST Robotics worldwide competition in St. Louis, Missouri

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