

# ELIJAH PARENT

elijahcparent@gmail.com

## EDUCATION

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**University of Arizona - W.A. Franke Honors College** *August 2021 - Present*  
Bachelor of Science, Major in Game Design and Development, GPA: 4.0  
Minors in Music and Computer Science  
Course work includes INFO 551 (Game Development), ISTA 302 (Technology of Sound),  
CSC 210 (Software Development)  
Expected graduation: Spring 2025

**Pima Community College** *January 2017 - May 2021*  
Dual-enrolled high school student GPA: 4.0  
Transfer credit

## EXPERIENCE

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**Youth Program Coach**, Rock Solid Climbing + Fitness *June 2024 - Present*  
Working alongside other coaches to help youth climbers better understand climbing and, most importantly, attempt to instill a lifelong love of the sport  
Explaining concepts, running drills, and working with climbers individually to help them reach their goals

**Copyeditor**, Freelance *June 2022 - Present*  
Editing college course textbooks and test banks for various publishers including Pearson, Wiley, and more  
Reading critically for correctness, grammar, and consistency

**Landscape Maintenance**, 5-Star Airbnb *August 2021 - Present*  
Responsible for weed management, tree trimming, and waste disposal for short-term rental property

**Instructional Facilitator**, Code Ninjas Tucson *May 2022 - July 2022*  
Taught fundamental computer programming and game making skills to children aged 7-14, including topics such as web development, game design, and object-oriented programming  
Utilizing software such as Python, HTML, CSS, JavaScript, Scratch, and Roblox Studio  
Taught presentations that were provided, but also created additional projects and additions for the students to attempt and learn from

**Makerspace Technician**, AmeriCorps *April 2021 - July 2021*  
As an AmeriCorps Member, was the pioneer technician for the complete setup of tools including laser engraver, podcasting equipment, and 3-D printer for Pima County 4-H makerspace  
Created utilization documentation for technological tools for youth group mentors and leaders

## ACTIVITIES

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**Co-Founder and Secretary**, University of Arizona Esports Club *August 2024 - Present*  
Assisted with the initial planning, goals, and establishment of the club in the wake of the official esports program at the University of Arizona concluding  
Creating and adjusting announcements and other communications around club matters  
Assisting with the appointment and management of game leads to oversee individual teams and titles

**Player**, University of Arizona Varsity Esports Rocket League Team *August 2022 - May 2024*

Made the team through a rigorous tryout and interview process  
Participated in team activities including practices, tournaments, community outreach, and media  
Maintained a positive presence in a new and developing program, helping to preserve its image and shape it in a productive direction

**Independent Sound Engineer and Musician**, Self-Led *October 2018 - Present*

Learning to utilize various key pieces of audio software and hardware to record and process audio effectively, including various DAWs (FL Studio, Audition, Cakewalk), numerous VSTs, and Wwise for better game audio integration

Recording bass and guitar tracks of varied songs and working with others to create distinctive covers

**Competitive Speedcuber**, Self-Led *October 2017 - Present*

Self-taught speed cuber competing in the 2x2-6x6, megaminx, pyraminx, skewb, and square-1 puzzles

Personal best: 8.8 seconds single solve, 12-second average of five

Founder and leader of the Pima County 4-H Rubik's Cube Project - taught Pima County youth to solve the cube and then solve it faster

**Co-Founder and Secretary**, PCC Overwatch Club and Esports Team *September 2019 - May 2021*

Assisted in establishing the club and creating legitimacy through Student Life

Organizing structure, player positions, and schedule for Overwatch Collegiate season and tournaments

Planning team practices and group events online and in-person for gameplay and socializing

## VOLUNTEER

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**Student Ambassador**, University of Arizona College of Information *July 2024 - Present*

Answering new student questions related to the Game Design and Development major

Assisting with the facilitation of program-related events

## SKILLS

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**Development Software**

Proficient with Unity, FL Studio, Adobe Audition, Cakewalk, and Wwise

Some experience with Blender and Aseprite

**Programming Languages**

Experience coding in C#, Java, Python, JavaScript, C, and PHP

**Interpersonal**

Project management

Teamwork and conflict resolution

Compromise and group problem-solving

## AWARDS AND SCHOLARSHIPS

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**Wildcat Distinction Scholarship**, University of Arizona *Fall 2021 - Present*

Awarded for academic merit

**Dean's List With Distinction**, University of Arizona *December 2024, May 2024, May 2023, May 2022*

Awarded for academic excellence with a 4.0 GPA

**Honorable Mention**, University of Arizona *December 2023, December 2022, December 2021*

Awarded for academic excellence with a 4.0 GPA