

ELIJAH PARENT

elijahparent@gmail.com

Portfolio: elijahparent.com

EDUCATION

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), and an Honors Thesis project taking the form of the
development of a game (more information on portfolio site)
Expected graduation: Spring 2025

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

EXPERIENCE

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

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

Co-Founder and Secretary, University of Arizona Esports Club *August 2024 - Present*
Assisted with the initial planning, goals, and establishment of the club after the conclusion of the official esports program at the University of Arizona
Creating and adjusting announcements and other communications around club matters
Organizing teams and events in the club, which already has around 150 members
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 - October 2022*

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

Established and led 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

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

Development Software

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

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

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