

# Parker Lougheed

[parlough.dev](http://parlough.dev)

## GitHub

[github.com/parlough](https://github.com/parlough)

## LinkedIn

[linkedin.com/in/parkerlougheed](https://linkedin.com/in/parkerlougheed)

## Email

[parkerlougheed@gmail.com](mailto:parkerlougheed@gmail.com)

## Software Engineer Educator && Advocate

I am a software engineer and educator with years of experience working with teams and in a variety of specializations with a passion for open source development and facilitating instructional experiences. I am particularly attracted to teaching computing, as well as the implementation of tools to more easily facilitate this.

Outside of computing, I have a passion for education of all types and moving pedagogy in general forward through technology.

I'm also progressing as a Chinese learner, resulting in an increased interest in the accessibility of instruction and surrounding tools for non-English speakers and English learners when learning computing technologies.

## Education

**University of Illinois at Urbana-Champaign** | *Jan 2022 - May 2023*

Master of Education in Digital Learning

**University of Wisconsin - Madison** | *Sep 2017 - May 2020*

Bachelor of Science in Computer Science

## Employment

**PerBlue Entertainment** | Software Engineer | *May 2022 - Aug 2022*

Will work at PerBlue as a software engineer intern working on the backend for their current and future mobile games.

**Independent Contractor** | *Apr 2021 - Present*

Working with Google, handling issue triage, pull request review, dev work, and technical writing for various [Dart programming language](#) websites.

**UW - Madison CS Department** | Peer Mentor | *Sep 2021 - May 2022*

Working as a peer mentor for an introductory data science course: creating projects, giving lectures, hosting labs, and holding office hours.

**Epic Systems** | Software Developer | *Jun 2020 - Apr 2021*

Worked as a software developer creating a self-service data analytics tool for the healthcare industry.

**UW - Madison CS Department** | Peer Mentor | *Sep 2019 - May 2020*

Worked as a peer tutor and mentor for computer science courses: creating assignments, grading scripts, instructional videos, and helping students.

**iD Tech Camps** | Lead Instructor | *Summer 2019*

Worked as the lead instructor for the UW-Madison location, teaching students of various ages and levels programming.

## Skills and Experience

### General

Static Analysis, Compilers, Teaching, Systems Programming, Operating Systems, OOP, PL Design, Open Source, Code Review, Game Development, Chinese, Remote Collaboration, Content Creation

### Educational

Concept-Based Curriculum, Assignment Creation, Technical Writing, Game-Based Learning, Computer-Assisted Grading, Teaching ESL Students, Education Technology, Personalized Learning

### Programming Languages

Dart, Java, Kotlin, JavaScript, TypeScript, C#, C, Python, Rust, M

### Development Frameworks and Libraries

Flutter, Solid, Lit, Angular, React, ASP.NET, ASM, OpenGL

### Development Tooling and Software

Git, Unix, SQL, CI/CD, Gerrit, SVN, Gradle, Maven, Node, Decompilers, JetBrains IDEs, Google Cloud, Visual Studio