

Parker Elftmann

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EDUCATION

Bachelor of Science in Computer Science

University of Minnesota, Twin Cities

College of Science and Engineering

Coursework: Software Engineering I, Algorithms and Data Structures, Developing Secure Software Systems

WORK EXPERIENCE

SPS Commerce

Minneapolis, MN

Software Engineer Intern

June 2026-Present

- Optimized **GitHub Actions** workflows across **10+** repos, cutting redundant **CI** jobs and feedback time by **67%**.
- Refactored **Terraform/Terragrunt** pipelines with environment gates, isolating prod across **AWS** accounts.
- Decommissioned legacy **AWS Lambda** functions across **4 regions** and resolved **20+** CI tooling issues.
- Built pre-flight **Tech Registry** validation into a **Lambda**-backed **AWS Step Functions** workflow.

uNote

Minneapolis, MN

Software Engineer Intern

October 2025-Present

- Deployed infrastructure using **Docker**, **AWS S3**, and **PostgreSQL**, supporting **16,000+** concurrent users
- Integrated **OAuth 2.0** and **Keycloak** to implement secure **SSO** authentication flows
- Built **10+ RESTful API endpoints** in **Java** using **Spring Boot** and **Gradle** with **PostgreSQL-backed** services.
- Implemented **50+ JUnit and integration tests**, reducing regressions in auth and data layers

Teaching Assistant: Software Design and Development.

Minneapolis, MN

Undergraduate Teaching Assistant

September 2025-May 2026

- Supported **200+** students in mastering **C++ object-oriented programming**, **UML**, and **design principles**.
- Hosted weekly office hours, helping students debug projects, clarify design decisions, and documentation.
- Reviewed and graded **100+ C++ code submissions**, focusing on correctness, style, and design best practices.
- Facilitated lab sessions and presented course material to support students during hands-on activities.

PROJECT EXPERIENCE

Who said it? – Discord Message Guessing Game

July 2025

- Built a full-stack web game using **Python** for game logic/message archiving and **HTML/CSS** for the frontend.
- Processed and indexed **100k+ messages** with **Python** to enable fast, randomized search and retrieval.
- Implemented **password-based authentication** to secure sensitive personal content.
- Deployed a lightweight web app on **Render**, maintaining **100% uptime**.

Agenda LLM RAG Agent

Fall 2024-Spring 2025

- Developed an **AI-powered Retrieval-Augmented Generation (RAG) agent** in a team of **5 developers**.
- Leveraged **MongoDB**, **Llama**, and **Pinecone** to build RAG infrastructure over **10k+ documents**.
- Utilized **Python**, **FastAPI**, **Flask**, **Streamlit**, and **HTML/CSS/JavaScript** to save **10+ hours per semester**.
- Created **5 APIs**, enabling officers to upload and query **100+** documents using natural-language prompts.

SKILLS

Programming Languages: **Python**, **Java**, **C**, **C++**, **OCaml**, **SQL**, **JavaScript**, **TypeScript**

Cloud & Infrastructure: **AWS (Lambda, S3, EC2, ECS, SNS, CloudWatch)**, **Docker**, **Terraform**, **Terragrunt**

CI/CD & Tooling: **GitHub Actions**, **Git**, **Bash**, **GDB**, **uv**, **ruff**, **Python Packaging**

Databases: **MongoDB**, **Pinecone**, **PostgreSQL**, **NoSQL**, **MySQL**

Backend & APIs: **Spring Boot**, **Gradle**, **FastAPI**, **Flask**, **Express.js**, **Node.js**, **RESTful APIs**

Testing & Security: **JUnit**, **GoogleTest**, **pytest**, **OAuth 2.0**, **Keycloak**, **SSO**