

# Parker Elftmann

Bloomington, MN ▪ [Email](#) ▪ [LinkedIn](#) ▪ [Portfolio Site](#) ▪ [Github](#)

## EDUCATION

**Bachelor of Science in Computer Science**

**University of Minnesota, Twin Cities**

*College of Science and Engineering*

**Coursework:** Software Development Process – Program Design & Development – Secure Software Systems

## PROJECT EXPERIENCE

**Who said it? – Discord message Guessing Game**

*Summer 2025*

- Built a full-stack web game powered by real messages, integrating data processing, security, and UI design.
- Processed and organized **100k+ messages** into a searchable dataset, enabling randomized message retrieval and gameplay generation.
- Implemented a password-protected authentication system to secure sensitive personal content.
- Designed and deployed a lightweight web app on Render with **100% uptime**, supporting fast, replayable rounds with randomized multiple-choice options.

**Drone Package Delivery Simulation**

*Spring 2025*

- Built a drone-based package delivery simulation in **C++** as part of a **3-person team**, adding encrypted deliveries, adversary logic, and real-time data collection.
- Collaborated with teammates to implement 2 features each week, using **design patterns**
- Wrote **400+ GoogleTest unit tests**, improving reliability and catching regressions during rapid iteration.
- Managed version control in **GitHub** and completed **15+** code reviews; used **Docker** for deployments.
- Organized and led **10 agile** meetings, including **sprint planning** and **retrospectives** across **two sprints**.

**Agenda LLM RAG Agent**

*Fall 2024-Spring 2025*

- Developed an **AI-powered Retrieval-Augmented Generation (RAG) agent** in a team of 5 developers, leveraging **MongoDB, Llama**, and **Pinecone** to build RAG infrastructure.
- Automated club roles, to save **5+ hours per semester** on agenda planning and knowledge recovery using **Python, FastAPI, TypeScript, HTML/CSS**, and **JavaScript**.
- Led the development phase by creating **5 APIs**, enabling officers to upload and query **100+** historical documents using natural-language prompts.

## WORK EXPERIENCE

**uNote**

**Minneapolis, MN**

*Software Engineer Intern,*

*October 2025-Present*

- Deployed scalable infrastructure using **Docker, AWS S3**, and **PostgreSQL** to support **16,000+** concurrent users, integrating **Auth0/Keycloak** for secure **SSO** authentication flows.
- Built **10+ RESTful API endpoints** in Java using **Gradle**, for integration with **PostgreSQL-backed** services.
- Implement **50+ unit and integration tests** with **JUnit**, reducing regressions across authentication and data-access layers.

### Skills:

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

Web Development: **HTML, CSS, Node.js**

Tools & Technologies: **Git, GDB, RESTful APIs, NoSQL, Docker, AWS, AFL (Fuzz testing)**

Databases: **MongoDB, Pinecone**

Frameworks: **FastAPI, Express.js, GoogleTest, JUnit**

IDEs: **VS Code, IntelliJ, Rider, Visual Studio**

Operating Systems: **Linux, Windows**