

Dale Parria Jr.

Junior Developer | Computer Science Student | Web, Game, Backend, and Tools Projects

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PROFILE

Entry-level developer and computer science student building practical web apps, desktop tools, game systems, backend services, and server utilities through hands-on projects under the BlackSheep-Productions brand. Comfortable working through unfamiliar code, improving older systems, testing small changes, and documenting what is learned. Seeking a junior developer, web developer, QA automation, technical support, or tools-focused role where reliability, steady growth, and problem-solving matter.

TECHNICAL SKILLS

Languages	JavaScript, C#, SQL, HTML, CSS, Lua, Blueprint scripting, basic C++ / Unreal exposure
Web / Backend	Node.js, Express, Socket.IO, REST-style API routes, JWT authentication, SQL Server integration
Desktop / Tools	.NET 8, WinForms, Electron, JSON rules, Regex validation, CSV export, PowerShell workflows
Game Development	Unreal Engine 5.6, Phaser, grid/tile mechanics, gameplay scripting, HUD/UI systems, mob/NPC data workflows
Workflow	Git/GitHub, Perforce exposure, ClickUp task tracking, modular project structure, local testing, step-by-step debugging

EDUCATION

Associate of Computer Science | Full Sail University

Completed 7/3/2026

- Relevant focus: programming fundamentals, databases, software development, troubleshooting, and practical application development.

Bachelor's in Computer Science, Game Design Concentration |

Expected 11/3/2027

Full Sail University

- Continuing coursework while applying skills through portfolio projects involving websites, backends, desktop tools, game systems, and server utilities.

PROJECT EXPERIENCE

BlackSheep Game Hub | Electron Desktop Launcher / Real-Time

2024 - Present

Lobby System

- Built a custom Electron desktop launcher concept for multiplayer game ecosystems, combining authentication, real-time communication, and update delivery into one client experience.
- Implemented or planned launcher features including Discord deep-link authentication, persistent login behavior, Socket.IO real-time lobby communication, and web-hosted manifest updates.
- Designed the update flow around hosted manifests, patch notes, and dynamically delivered installers so the launcher can support future game builds and releases.

Project Folder Guard | .NET 8 WinForms Folder Validation Tool

2025 - Present

- Developed a Windows desktop utility that validates project folder structures against configurable JSON rules for document compliance and internal review workflows.
- Built rule-based scanning for required folders and files, including regex file matching, OK/Missing/Wrong result states, summary counts, clickable paths, and CSV export.
- Separated the validation engine from the WinForms interface so scanning logic can be tested independently and reused by a console-based test runner.

Cronous: The Rise of a Kingdom | MMO Server / Gameplay

2025 - 2026

Systems Development

- Worked on refining existing MMO server systems with a focus on stability, gameplay flow, older script cleanup, bug fixes, and better long-term project structure.
- Created and adjusted Lua/game-server scripts for weekly and monthly events, boss spawns, item drops, timers, and related gameplay testing.
- Assisted with systems connected to character and MOB balance, skill revamps, item systems, pet systems, inventory behavior, mail systems, and future server progression ideas.

PROJECT EXPERIENCE CONTINUED

Tile-Based Puzzle Mechanics | Unreal Engine Blueprint System

2026

Design

- Designed interactive grid-based tile mechanics in Unreal Engine Blueprints, including cracked tiles, magnetic tiles, metal block interaction, and a timed activation tile prototype.
- Used existing neighbor checks, tile replacement functions, entity-type variables, and soft object references to keep mechanics modular and reusable instead of hardcoded.
- Tracked work through ClickUp and Perforce while improving debugging habits, Blueprint organization, and incremental testing practices.

ADDITIONAL RELEVANT WORK

Titans2D RPG Prototype | Phaser / Node.js / SQL Server

2025

- Built a browser-based RPG prototype with login, character selection, player state, map scenes, HUD/UI work, NPC/mob loading, and XP/level tracking concepts.
- Connected frontend gameplay systems to a Node.js backend using Express, Socket.IO, JWT authentication, and SQL Server routes for account and character data.

GM Tool / Server Utility Work | C# WinForms / Game Data Tooling

2025 - Present

- Built and refactored Windows tooling for inspecting game data, organizing source profiles, viewing item/NPC/zone data, and supporting GM-style workflows.
- Worked with file indexing, JSON data structures, binary data inspection, item shop data, log parsing, and safer edit workflows for active server files.

STRENGTHS

- Learns by building real projects and debugging real failures instead of relying only on tutorials.
- Comfortable being honest about unknowns, narrowing issues through inspection, and testing changes carefully before moving on.
- Strong interest in tools, backend systems, game development, file/data workflows, and practical automation.