PARKER DELUCA

CLASS OF 2027 | SOFTWARE DEVELOPMENT & CYBERSECURITY

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PROFILE

High school senior (Class of 2027) using ChatGPT and Claude for software prototyping, development, and debugging across a SaaS CRM, Terraria mod, and UE5 game. Independently built custom Java security tools. Experienced in prompt iteration, AI-assisted coding, and testing outputs; seeking hands-on AI software testing and Agile experience.

EDUCATION

Heritage High School | Leesburg, VA — Expected June 2027

Diploma: Advanced Diploma | Relevant coursework: Cybersecurity Operations, Introduction to Cybersecurity, Precalculus, DE Geographic Information System (GIS)

TECHNICAL AND ENTREPRENEURIAL EXPERIENCE

Co-Founder & CEO | Vincino, LLC — Jul 2026 - Present

- Used ChatGPT to prototype and visualize Vincino's product concept, UI layout, and workflows; refined AI output into product requirements.
- Developed a Google Maps-integrated CRM using TypeScript, Next.js/React, Node.js, Tailwind CSS, and Drizzle ORM; implemented prospect discovery, sales pipelines, authentication, and billing.
- Tested CRM features, investigated bugs, and validated API integrations and user workflows during iterative development.

Founder, Lead Developer & Server Administrator | MonoMC Multiplayer Server — 2022 - 2024

- Administered a Vultr-hosted Ubuntu server (Spigot/Paper); configured TCPShield DDoS proxying and Vultr firewall source allowlists to reduce direct origin-server exposure.
- Built a custom Java anti-cheat with packet interception, PacketEvents, asynchronous processing, and heuristic/statistical checks for combat and movement exploits.
- Developed the Zano client for controlled adversarial testing; calibrated anti-cheat detections with staff and co-founder, implemented tiered enforcement, and led a 12-person team.

AI-ASSISTED SOFTWARE PROJECTS

Universal Storage | Terraria Mod (C#, tModLoader) — 2026

- Built Universal Storage using Claude-assisted development; translated mod features into prompts, reviewed and tested AI-generated C# code, and debugged item search, quick-stack, and bulk inventory actions.

Imagination | Unreal Engine 5 Game Project — 2026 - Present

- Developing a psychological-horror game in Unreal Engine 5; use ChatGPT to understand Blueprint logic, plan development, implement gameplay functions, and troubleshoot behavior.

ADDITIONAL WORK AND LEADERSHIP

Merchandise Associate | Marshalls / TJX Companies — Nov 2025 - Present

- Ranked #1 in store for 35+ TJX Rewards applications in one month; selected for an upcoming mentor role while balancing employment with school.

Founder | CurlLoom — Jul 2025 - Present

- Conduct product research and prototype testing; used ChatGPT and Claude to help write testing overviews, research ingredients, and explore product and packaging designs.

Freelance Video Editor | Fiverr — Aug - Oct 2024

- Edited client projects in DaVinci Resolve, adapting deliverables to client requirements and feedback.

TRAINING AND TECHNICAL SKILLS

Cisco Networking Academy — Completed Nov 2026: Introduction to Cybersecurity; Networking Basics; Introduction to Cisco Packet Tracer
Saylor University: BUS651: Business Law and Entrepreneurship (Nov 2026)
Stanford Online: Introduction to Probability Management (Nov 2026)
Saylor University: ECON101: Principles of Microeconomics (Nov 2026)
Technical: Java; TypeScript/JavaScript (AI-assisted); C# (foundational); Next.js, React, Node.js, Tailwind CSS, Drizzle ORM; Ubuntu Linux, API integrations, software testing, PacketEvents, TCPShield, UE5 Blueprints
AI Tools: ChatGPT and Claude for prototyping, prompt refinement, AI-assisted coding and debugging, testing overviews, product research, and design concepts
Professional: Requirements analysis, debugging, documentation, customer communication, teamwork, iterative problem solving
Activities: Heritage High School and True Loudoun lacrosse; FBLA; Loudoun Nature Conservation Project volunteer coordinator