

Carson McNeill

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EDUCATION

Georgia Institute of Technology – Atlanta, GA

Aug 2023 - May 2027

Bachelor of Science in Computer Science

Cumulative GPA: 4.0

- Honors: College of Computing Faculty Honors, Deans List (Fall 2023 - Spring 2025)
- Relevant Coursework: Data Structures and Algorithms, Machine Learning, Object and Design, Intro to Database Systems, Systems and Networks, Discrete Mathematics, Linear Algebra, Multivariable Calculus

RESEARCH & WORK EXPERIENCE

ViTAL Lab – Atlanta, GA

Aug 2025 - Present

Undergraduate Researcher

- Developed a data processing pipeline to associate pose data with facial detection, enabling per-person ML prediction
- Applied a Kalman Filter with smoothing to impute missing pose data and built visualization tools to improve and validate results

The BUKU App – Remote

Jun 2025 - Aug 2025

Software Development Intern

- Engineered native IOS marketplace app in Swift (Xcode), connecting college students to buy and sell locally
- Implemented user authentication, image upload/download, and real-time chat using Firebase Realtime Database & Storage, ensuring seamless user interaction

Agronav Research Replication – Metz, France

Jan 2025 - Apr 2025

Undergraduate Researcher

- Replicated and evaluated *Agronav* research paper on new dataset using TensorBoard, resulting in an academic paper and a peer-conference presentation
- Trained ResNest and Deep Hough machine learning models for semantic segmentation and line detection, contributing to autonomous AI driven robot navigation

PROJECTS

HackGT 12 Winner: InfraBlocks – Atlanta, GA

Sep 2025

- Placed 1st the “Best Developer Tool” challenge out of 1500+ participants at a 36-hour hackathon
- Developed a drag-and-drop web application using React Flow and Terraform to simplify the design and automate the deployment of AWS microservice architectures

GT WebDev: BuzzFinder – Atlanta, GA

Aug 2025 - Present

- Developed a full-stack lost-and-found web app by integrating real-time chat and Google Maps API to allow users to dynamically post and communicate about missing items on campus
- Engineered modular React components for both map and chat functionalities, establishing a reusable codebase that accelerated development of new features

GT iOS Club: SkillSwap – Atlanta, GA

Aug 2025 - Nov 2025

- Developed a gamification engineer for an iOS skill-sharing app, implementing user streaks and achievements in SwiftUI to boost engagement and incentivize learning
- Engineered real-time data persistence by interfacing with Firebase to track and update user progress while collaborating within a 20-person team using git and an MVVM architecture

HackGT 11 Winner: SpecTackles – Atlanta, GA

Sep 2024

- Built an AR-controlled smart home application using Snapchat Lens Studio and augmented reality glasses; Placed 2nd at Hack GT hackathon among 900+ participants
- Created UI elements using JavaScript to interface with a web server and control real-time smart home devices

SKILLS

Programming: Python, Java, C, Swift, HTML, CSS, SQL (MySQL), Assembly, JavaScript, React

Development: Android Studio, Firebase, GitHub, AWS, Lens Studio, MongoDB, Xcode, TensorBoard, Docker

Tools: Agile, Scrum, Canva, Cura Ultimaker, Google Workspace, Slack, Trello, WordPress, Jira