Carson Hedrich

carsonhedrich@gmail.com • chedrich3@gatech.edu • (239) 989-8301

Education

Georgia Institute of Technology Anticipated Graduation May 2026
B.S. Computer Science Current GPA: 3.82
Relevant Coursework: Perception & Robotics, Systems and Networks, Design & Analysis of Algorithms, Information Cybersecurity, Embedded Systems Design

Florida Gulf Coast University August 2020 – May 2022
Highly selective dual-enrollment program GPA: 4.0
Relevant Coursework: Programming Methodology

Gulf Coast High School Graduated May 2022
Honors: *summa cum laude*, National Merit Scholar Finalist, SAT 1440, ACT 35
VEX Robotics FL State Champions 2021&2022, Invited World Championship 2021, Attended World Championship 2022

Experience

STEP Intern Summer 2023
Google – US-NYC-9TH

- Worked as part of a pair to significantly extend the back-end and front-end functionality of a feature that provides information into an advertiser's performance.
- Utilized asynchronous programming, unit testing, end-to-end testing, and debugging.
- Participated in software development life cycle by writing design documents, implementation, going through design reviews, and preparing for launch.
- Full stack development, using Java, Dart, CSS, and Mockito.

Skills

Technical Skills: Java, C++, C, Python, Assembly, Dart, CSS, JavaScript

Projects

Objects and Design Semester Project Spring 2023

- Collaborated in a small team to make a Frogger mobile game for Android devices using Java and Android studio.
- Created domain model and use-case diagrams to guide design and execution of game elements.
- Applied Agile practices and worked in sprints to efficiently manage our time and goals for the project.

Extracurriculars

Member | Video Game Development Club September 2023 – Present
Georgia Institute of Technology

- Developed original games as part of a team, with each game project taking place over the course of a semester.
- Implemented core game systems, including character controls, user interface, and game mechanics to create a smooth gameplay experience.
- Managed project deadlines while including feedback from project leads on my work.

Member | Autobots VIP Program September 2022 – Spring 2024
Georgia Institute of Technology

- Utilized natural language processing on spoken commands to remotely control a robot with the goal of requiring a minimal amount of user effort to accomplish a given task.
- Led redevelopment of low-level code for controlling a 6-DOF robotic arm, improving code structure and allowing for simpler development of higher-level programs.
- Built tests to verify functionality of both individual modules and the complete projects.
- Worked with ROS and Gazebo, frameworks designed with the modular design of robots in mind, allowing the different parts of a robot to work in a coordinated, asynchronous manner.