Carson Webster

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EDUCATION

University of California, Santa Cruz Santa Cruz, CA

Bachelor of Science (B.S.) in Computer Science (GPA: 3.4) Minor in Technology Information Management

CERTIFICATES

CompTIA Security+

Issued for: July 2023 - July 2026

Graduated: June 2023

EXPERIENCE

Lead Tutor

Code Ninjas, Chula Vista

February 2019 - January 2020

- Lead tutor in after school computer science game development program for children aged 7-14.
- Managed day to day store operations with my team.
- Summer camp lead teacher holding programming classes and other STEM activities.
- Developed prototype of a new pathway progress tracker used to notify us if a student beings to fall behind in curriculum.

Lifeguard and Swim Instructor

City of Chula Vista

November 2017 - January 2019

- Enforced pool safety rules, preformed rescues when required, and other operational tasks.
- Held swim classes with children 4-12 creating a fun, educational, and safe pool classroom environment.

PROJECTS

ResumeWizard.tech

Web App - (Typescript, SvelteKit)

February 2023 - June 2023

- Developed a full stack Sveltekit application allowing users to optionally login and enter resume information. Resume information is grammar corrected and touched up with OpenAI's GPT API and then neatly exported to a LaTeX formatted resume.
- Cruzhacks 2023 hackathon category winner

CarsonWebster.com

Static Web Page - (Hugo)

May 2022 - Current

• Hosting a personal portfolio and blog static site.

OpenAI-GUI

Native App - (Typescript, Sveltekit, Tauri, Rust, Trunk)

October 2022 - December 2022

• Developed a cross platform native application to configure and query requests from OpenAI API models in a chat like conversation format with persistent local storage.

SKILLS

Programming Languages: Python, TypeScript, Rust, C, HTML, Bash + Powershell

Tools: React. js, SvelteKit, Tailwind, Docker, Git, Unix (NixOS, Debian, Arch), Nmap, Burpsuite, Metasploit

RELEVANT COURSEWORK

Computer Networks: TCP/IP, UDP, HTTP, TLS, DNS, Web Caches, Cookies, Sockets, NAT, Subnets Computer Systems: Concurrency, Interrupts, CPU Scheduling, Memory Management, Paging, Filesystems Software Engineering: React.js, Svelte, Node.js, Saas, Scrum, Agile Development Methodology, Unit Testing Computer Architecture: ISA, Cache Coherence, Pipelining, Virtual Memory, Multi-Processing, Multi-Threading