

# Carter Blackie

 carterblackie55@gmail.com

 (226)749-3233

 Cambridge, Ontario

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## Objective

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Third-year Bachelor of Computer Science (Honours) student at Conestoga College specializing in security and secure system design. Passionate about cybersecurity, software engineering, and building innovative solutions that blend technical expertise with real-world problem solving. Experienced across programming, networks, and operating systems — eager to contribute strong cyber-specific skills and a results-driven mindset to a forward-thinking organization.

## Education

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### **High School Diploma, Jacob Hespeler Secondary School**

2018 – 2022

Cambridge, Ontario

- Graduated with distinction
- Participated in extracurricular activities such as Robotics

### **Bachelor Computer Science (Honours), Conestoga College**

In Progress – 2027

Waterloo, Ontario

- Currently in third year, pursuing the Security specialization track. Heavily focused on networks, cybersecurity, and secure system design
- Relevant coursework: Software Design, Data Structures, Networks and Security, Database Systems

## Professional Experience

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### **Materials Service, Jefferson Elora Corporation**

06/2025 – Present

Elora, Ontario

- Support production workflows by managing material requests and ensuring timely delivery to workstations
- Maintain inventory through tracking, scanning and data entry into PLEX
- Collaborate with cross-function teams such as weld and stamping to ensure smooth operations
- Work closely with AI-operated manufacturing and delivery machines

### **Product Process Specialist, Best Buy Canada**

07/2022 – 06/2025

Cambridge, Ontario

- Provided hands-on technical support in electronics and computing departments, diagnosing and troubleshooting hardware and software issues
- Assisted customers with installation, configuration, and optimization of tech products such as computers, TVs, and home entertainment systems
- Collaborated with the Geek Squad to handle advanced technical queries, including device repairs, upgrades, and system restorations
- Used handheld scanning tools and POS systems to manage and process merchandise movement
- Coordinated closely with warehouse and front-end teams to ensure timely product flow and high customer satisfaction
- Maintained safety protocols in warehouse operations, including proper lifting techniques and adherence to hazard management procedures

## Technical Skills

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### Programming & Development

Proficient in Python, C, C++, C#, Java, and JavaScript for building applications, algorithms, and secure software solutions. Experienced in applying Object-Oriented Programming (OOP) principles and implementing data structures for efficient problem solving.

### Databases & Backend

Skilled in SQL for database design, querying, and optimization. Experience connecting databases to applications and handling structured data securely.

### Tools & Platforms

Hands-on experience with Visual Studio, Git/GitHub for version control and collaborative coding. Comfortable using Microsoft Teams and Office Suite for documentation, communication, and project coordination.

### Cybersecurity & Systems

Strong foundation in secure system design, networks, and operating systems (Windows, Linux). Able to configure, harden, and monitor environments with a focus on reducing vulnerabilities and ensuring system reliability.

### Web Development

Knowledge of front-end and back-end development, including building dynamic web applications, implementing responsive interfaces, and integrating APIs.

## Skills

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- Team Collaboration & Leadership
- Time & Task Management
- Equipment Handling
- Clear Communication (technical & client-facing)
- Inventory Control & Order Fulfillment
- Problem Solving & Adaptability
- Shipping, Receiving & Warehouse Operations

## Projects

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### Classic Blackjack in C++, Conestoga College

- Implemented a console-based version of the classic Blackjack game. The project focused on creating the game logic, including card dealing, score calculation, and decision-making processes, without a graphical interface

### MindTrap Game (2025), Conestoga College

- Contributed to a development of a client-server game in Python, including networked levels with image transfer and math challenge features

**More on GitHub** 

## References

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### Available Upon Request.

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