

# Carter Blackie

✉ carterblackie55@gmail.com    ☎ (226)749-3233    📍 Cambridge, Ontario    🌐 /carterblackie  
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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

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

Projects

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

Available Upon Request.

carterblackie55@gmail.com, (226)749-3233