

Carter Parks

Full Stack Web Developer

carterparks.org

github.com/CarterParks

435 • 225 • 1558 | software@carterparks.org

Logan, UT

SKILLS

VueJS, HTML, CSS | Frontend web development at ControlByWeb

Linux | Used as a development platform for coursework and employment, and as a personal desktop. Comfortable in commandline and server environments.

Git | Comfortable with version control best practices.

TypeScript, NodeJS, ExpressJS, MongoDB | Backend web development for employment at Symliv LLC.

Python, Django | Coursework and backend web development for Logan Small Business Development Center. Language of choice for personal projects.

Java | Coursework to learn and develop algorithms.

C, CUDA, OpenMP | Coursework in Numerical Analysis and High Performance Computing contexts.

LaTeX | Coursework document production in various mathematics contexts.

EXPERIENCE

ControlByWeb

Software Engineer | MAY 2023 - PRESENT

- Development of management platform for internet enabled industrial hardware
- Frontend development with VueJS
- Backend development with Laravel
- Management of AWS based infrastructure

Symliv LLC

Software Developer | JUN 2021 - MAY 2023

- Developed customer facing access control for vacation rentals
- Built backend and frontend on a cloud-based MERN stack
- Implemented image generation and cloud storage
- Administered DNS

Logan Small Business Development Center

Developer and IT Consultant | APR 2020 - JUN 2021

- Provided support for IT related concerns new companies had
- Used the SCORM API to track user learning
- Developed e-commerce websites

EDUCATION

Utah State University

Computer Science BS, Minor in Mathematics | JAN 2019 - MAY 2023

- Gave experience working with groups, solving complicated problems efficiently, and rapidly getting up to speed on new topics.
- Learned the tenets of good software and algorithm design, with a grounding in Computer Science theory
- Mathematics Minor gave a foundation to interface with complex ideas and topics related to Computer Science