Mark Carson

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markcarson.dev

SUMMARY

An experienced and thoroughly educated developer with years of self-driven programming experience looking to use novel technology to build impactful tools.

EXPERIENCE

Systems Integration Programmer Student Assistant
CSULB Enrollment Services September 2022 -February 2023, Long Beach, CA
· Implemented enhancements to the process management system to ease various cross-department business procedures.
· Managed documentation for a large scale CMS/PMS upgrade process.
· Modified client forms using front-end PHP and JavaScript.
· Debugged and developed enhancements for back-end Java applications.

Desktop Support Student Assistant
CSULB Enrollment Services February 2022 - September 2022, Long Beach, CA
· Acquired intricate team skills in a large and fast paced professional environment by managing more than 300 devices including desktop and laptop computers with very little to no supervision.
· Prepared system images and deployed them over 150 systems to staff members.
· Wrote scripts to improve deployment efficiency.
· Solving software and hardware problems, employing strong critical thinking and troubleshooting skills.

PROJECTS

Portfolio Website
January 2023 - Present
· Designed a portfolio website (markcarson.dev) in Figma to optimize for mobile and desktop display, with the purpose of showcasing experience and projects, and implemented using vanilla HTML5 and JQuery.

Zipline Rocketpunch
February 2020 - June 2020
· Utilized the Unity3D game engine and Mono C# to simulate complex physics interactions.
· Developed dedicated server functionality for multiplayer, including improved player movement and collision detection, and adjusted game mechanics accordingly.

Frag Academy Discord Bot and Auxillary Website
Frag Academy • November 2017 - May 2019
· Spearheaded the development of a tournament assistant bot using the DiscordJS module for NodeJS.
· Parsed API data from 6+ sources and used data science methods to create an Elo system for players based on competitive experience.
· Integrated user experience with the auxiliary website for supplemental materials to help players learn fundamental skills.
· Designed and developed a website to provide supplemental information to prospective competitive E-Sport players using HTML5 and JQuery.

EDUCATION

Bachelor of Science in Computer Science
Fall 2020 - Present
California State University, Long Beach • Long Beach, CA • Q4 2024 • 3.35 GPA

Elective Research in Machine Learning and Smart Sensing Robotics
Summer 2023
Hochschule für Angewandte Wissenschaften • Hamburg, DE • 3.35 GPA

SKILL STACK

Data Science: Python (Jupyter, SciKitLearn, Tensorflow, Pandas, MatPlotLib)
Software Development: Python, Java, C++, Rust, C#, Docker
Front-End: HTML, CSS, JavaScript, PHP
Back-End: Flask, JS (JQuery, NodeJS)