Carson Pemble

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PROFESSIONAL SUMMARY

Educated programmer with a strong work ethic, commitment to excellence and a desire to make a difference. A reliable and hard worker, with excellent interpersonal skills who excels working in and across teams. Seeking a position where I can contribute to a valuable project as well as work with world class engineers.

SPECIFIC SKILLS

- C/C++ Proficiency
- Java & Python Efficient
- Enthusiastic and Motivated
- Strong Team Communication
- Code Debugging
- Code Automation/Validation

EDUCATION

OREGON STATE UNIVERSITY, Corvallis, OR **GPA: 3.8**

Bachelor of Science in Computer Science, Graduated 06/2020

- President's List: Spring 2019, Winter and Spring 2020
- Dean's List: Winter and Fall 2019

CHEMEKETA COMMUNITY COLLEGE, Salem, OR **GPA: 3.9**

Associate of Science, Graduated 06/2018

- President's List: Winter, Spring, Summer 2017, Winter, and Spring 2018
- Dean's List: Fall 2016 and Fall 2017

WILLAMETTE VALLEY CHRISTIAN SCHOOL, Brooks, OR **GPA: 4.0**

High school diploma, Graduated 06/2016

- Awarded Valedictorian

EXPERIENCE

INTEL CORPORATION

Software Engineer Technical Intern, 07/2019 – 09/2019

- Learned and contributed to a highly-advanced automation framework for NIC software.
- Wrote scalable validation tests and applied them into Jenkins continuous integration nightly/weekly builds.
- Presented and contributed ideas in weekly staff meetings, while fine tuning soft skills.

OREGON SUPREME COURT LIBRARY

Library Organizer & Transporter, 06/2019 – 07/2019

- Organized the packing and transportation of the library's contents.
- Lead a team of 5+ people through communication with employers and personal teams.

SALEM-KEIZER VOLCANOES MINOR LEAGUE BASEBALL

Cashier & Waiter, 06/2014 – 07/2016

- Summer Job: Engaged customers warmly and provided immediate and dedicated assistance.

PROJECTS

Augmented Reality Collaboration Application - *Project Link*

- Created an AR suite for my client to collaborate visually, audibly and interactively through my AR app.
- A Unity/ZED/SteamVR application using C# scripts to create/edit/delete annotations on video passthrough.
- Integrated ArUco images for position tracking as well as a VR keyboard and custom AR laser pointers.

First-Person-Shooter Unity Game (OSU Game Dev Club) - Project Link
- Creating a LAN based FPS combat-based game in a 3D interactive environment using C# scripts.
- Game Mechanics: AI Bots, Bullet Bouncing, Melee Combat, Health System, and Camera Control.

Android Application: BoardGamez - Project Link
- Created a board game collection/database application using third-party API calls for data.
- App features implicit/explicit intents, ViewModel architecture, and stores user data in an SQLite database. Collaborated with team members over slack and GitHub for efficient team work.

Battleship - Project Link
- Created the classic Battleship game in Java/JavaScript, both the front-end and back-end of the game.
- Designed a Web-based GUI using JSON and developed the product with agile cycles and scrum meetings.
- Fine tuned skills: peer reviews, issue tracking, and continuous integration implementation.

Elaborate Text-Based Adventure Game - Project Link
- Solo developed a C++ command line adventure game.
- Wrote the story and created the weapons, armors, enemies, characters, items, and class-based rooms.
- Started as a small C++ assignment working with pointers, but grew into an enjoyable side project.

Notable Skills

Course Work
- Software Engineering: Understanding of the "back end" and “front end” of the software engineering lifecycle implementation; verification and validation; code maintenance and design techniques.
- Operating Systems: Understanding of UNIX and system calls. Wrote an encryption and decryption software program using multi-processing and socket-based inter-process communication
- Databases: Designed and implemented a web-based relational database system, including data modeling with ER and UML diagrams. Learned SQL queries and relational algebra skills.
- Algorithms: Implemented recursive, iterative, and heuristic algorithms while proving the correctness and analyzing the time complexity of each.

Leadership Roles
- OSU Intramural Team Captain.
- Project leader of most college software programming teams.
- Elected high school Vice President & Class Representative for Student Council in 2014-2016.