

Carl Paolino

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EDUCATION

Georgia Institute of Technology

Atlanta, GA

Bachelor of Science in Computer Science, Minor in Mathematics

August 2023 – May 2027

- Concentration in Intelligence and People
- Coursework: Data Structures & Algorithms, Object Oriented Programming, Design & Analysis of Algorithms, SQL, Artificial Intelligence, Web Development, Linear Algebra

EXPERIENCE

Software Developer Intern

June 2025 – August 2025

Healthmap Solutions

Tampa, FL

- Developing and testing internal web tools to support care coordination and population health analytics, using AWS Lambda and API Gateway
- Learning and exploring the backend services that process clinical data, using Python and AWS to ensure secure and scalable data storage

Software/Hardware Engineer

January 2025 – May

Experimental Flights

Atlanta, GA

- Designing and coding software systems for a delivery quadcopter and VTOL drone enabling autonomous navigation and package delivery
- Collaborating with a Georgia Tech research team to apply hardware-software integration techniques, ensure balance stability, and produce flight

PROJECTS

StackMentor.io | *Electron.js, React, Node.js, Redux, xterm.js, npm*

June 2025 – Present

- Engineering a full-stack desktop application using Electron and React for the frontend, and Node.js for backend logic, enabling users to select technology stacks and receive dynamic, chronological development guides
- Developing a modular template system that automatically generates project scaffolds and starter code based on user-selected stacks, integrating file system operations and terminal commands to automate the setup
- Integrating interactive progress tracking with checklists and persistent local storage, allowing users to monitor completed steps and document their work as they go

QuickMap | *Node.js, React, TypeScript, HTML/CSS/JS, Google Maps API*

February 2025 – May 2025

- Designed and developed a web-based mapping application to improve the search and discovery of local activities and events
- Built a personalized activity discovery system prioritizing user preferences over default option-heavy map tools like Google Maps
- Implemented an intuitive user interface using React that enables real-time filtering and dynamic visualization of nearby activities

3D Web Browser Game | *Three.js, Socket.IO, React, Git*

September 2024 – November 2024

- Collaborated with a team from Georgia Tech to conceptualize and develop a 3D web browser version of Gang Beasts from scratch
- Utilized Three.js/WebGL for 3D rendering and React.js for frontend development, ensuring a smooth and easily accessible browser game
- Explored Socket.IO and rag-doll design/physics to simulate the fighting experience

TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript, HTML/CSS, Rust, GO, TypeScript

Frameworks: React, Node.js, PyTorch, Django, Dialog Flow CX/ES, Bootstrap

Developer Tools: Git/GitHub, Google Cloud Console, Visual Studio Code, PostgreSQL, MongoDB, Docker, npm, AWS

Libraries: NumPy, Matplotlib, Pandas, React, Next.js, Spring Boot, Socket.IO, JUnit, Three.js