

CARSON CLARKE - MAGRAB

SOFTWARE ENGINEER

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SKILLS

Languages

- C/C++
- Python
- Golang
- Java
- Matlab
- Javascript
- SQL
- HTML/CSS
- Assembly (MIPS, ARM)
- VHDL

Software

- ReactJS
- OpenGL
- Vulkan
- Git
- Keil Microvision
- PSPICE

CERTIFICATIONS

AWS Certified Cloud Practitioner

Amazon – Expected Fall 2020

AWARDS

Student Teaching Award

RIT CE Department - Spring 2020

OBJECTIVE

Computer Engineering and **Computer Science** double major with a passion for **software development**. Seeking full-time employment after graduation in **December 2020**.

EDUCATION

Computer Engineering / Computer Science B.S.

Rochester Institute of Technology, Rochester, NY

GPA: 3.53

Dean's List: Spring/Fall 2016, Spring/Fall 2017, Spring 2019, Spring 2020

Relevant Coursework:

- Circuit Analysis I & II
- Computer Science I & II
- Digital System Design I & II
- Intro. to Computer Graphics
- Applications in Virtual Reality
- Interface & Digital Electronics
- Programming Skills
- Intro. to Data Management

EXPERIENCE

SDE Intern

Amazon, Seattle, WA

06/2020 – 08/2020

- Worked as part of the Amazon Redshift team under AWS
- Responsible for a project in augmenting and improving Redshift's ingestion capabilities

Teacher's Assistant

Rochester Institute of Technology, Rochester, NY

01/2020 – 05/2020

- Coached students through lab exercises for an embedded development course and provided additional assistance outside of class hours
- Transitioned lab materials to online formats in response to COVID-19

Co-op Engineer Intern

Parsons Corporation, Centreville, VA

09/2019 – 12/2019

- Developed Python software to support the results of vulnerability research within an Agile development environment
- Demonstrated potential applications of these results to other teams within the company

Platform Engineer Intern

Cogo Labs, Cambridge, MA

06/2019 – 08/2019

- Developed and maintained various Docker and Kubernetes-based distributed systems and backend APIs.

PROJECTS

Daybreak – Rendering Engine

Personal Project

- An OpenGL rendering engine utilized as a personal sandbox for graphics experiments such as raytracing, advanced rendering and marching cubes

Raytracer – Raytracing Program

School Project

- A raytracing program leveraging parallel compute shaders on the GPU to render simple geometry

Vanguard Outfitter – Web App

Personal Project

- Currently working on a WebGL project to render assets from Destiny 2 in browser.