Carson Clarke-Magrab

✉ ctc7359@rit.edu
🌐 cclarke-magrab.me

🏠 94 Annin Road, Far Hills, NJ 07931
📱 (908) - 403 - 1635

Profile

I am a fifth-year **Computer Engineering** and **Computer Science** student with a passion for **graphics programming** and **web development** seeking a **full-time** position post-graduation in **December 2020.**

Education

Computer Engineering / Computer Science B. S.   **08/2015 – Present**
Rochester Institute of Technology (RIT), Rochester, NY
Expected: December 2020
GPA: 3.5
Dean's List: Spring 2016, Fall 2016, Spring 2017, Fall 2017, Spring 2019
Relevant Coursework:

- Circuit Analysis I & II
- Computer Science I & II
- Digital System Design I & II
- Intro. to Computer Graphics

- Intro. to Embedded Systems
- Analysis of Algorithms
- Intro. to Artificial Intelligence
- Interface & Digital Electronics

Experience

SDE Intern   **06/2020 – 08/2020**
Amazon, Seattle, WA
- [INSERT HERE]

Teacher's Assistant   **01/2020 – 05/2020**
Rochester Institute of Technology, Rochester, NY
- [INSERT HERE]

Co-op Engineer Intern   **09/2019 – 12/2019**
Parsons Corporation, Centreville, VA
- Developed Python software to support the results of vulnerability research
- Participated as part of a team within an Agile development environment

Platform Engineer Intern   **06/2019 – 08/2019**
Cogo Labs, Cambridge, MA
- Developed and maintained various Docker and Kubernetes-based distributed systems
- Implemented backend web API features in Golang using test-driven development
- **Participated and reported daily in a team standup**

Junior Computer Engineer Intern   **06/2018 – 12/2018**
Parsons Corporation, Centreville, VA
- Researched networking functionality and explored metadata extraction capabilities
- Programmed in Python and Go and contributed to the team codebase

Projects

Lair – *Dungeons & Dragons Web App*   **Personal Project**
- Designing a full-stack web app to organize Dungeons and Dragons campaigns online utilizing **ReactJS, Material-UI**, **Golang** and a **MySQL** database. (Code available on my GitHub)

WAGNER - *Thread Scheduler API*   **Personal Project**
- Designed a framework to facilitate the scheduling and execution of various threads using a single-endpoint **Python + Flask** API for the **Raspberry Pi**. (Code available on my GitHub)

Daybreak - *Game Engine*   **Personal Project**
- Developing a **3D graphics engine** in **C/C++** using **OpenGL** in order to learn the basics of graphics programming and test advanced rendering mechanics. (Code available on my GitHub)

Gig Bag - *Spotify Web App*   **Hackathon Project**
- Designed a **Python-based web application** utilizing **HTML** and **Bootstrap CSS** that converts concert setlists into Spotify playlists. (Code available on my GitHub)

Skills

Languages - C/C++, Java, Golang, Python, Assembly (MIPS, ARM, x86), VHDL, HTML, CSS, SQL
Software - Version Control (Git, SVN), Graphics APIs (OpenGL, Vulkan), ReactJS
Tools – GDB, Valgrind, Makefile/CMake, gcc