Carter Glynn

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EDUCATION

McMaster University   Hamilton, ON
Bachelor of Technology, Software Engineering   *2023 – 2025*

Conestoga College   Cambridge, ON
Advanced Diploma, Computer Engineering Technology (Co-op)   *2019 – 2023*

EXPERIENCE

Network Technician   May 2021 – September 2022
GBTEL   *Owen Sound, ON*
- Spearheaded development of an electronics project using knowledge of Python, Arduino, and Circuit Design leading to a downtime reduction of 99% in remote server rooms upon power outage.
- Led a 2-to-4-person team to jet fibre cables, providing high-speed internet to over 1500 houses.
- Accurate and precise installation of over 20km of optical fibre casing and utility lines.

Tutor   September 2020 – March 2023
Self   *Cambridge, ON; St. Catherines, ON*
- Taught college and university students in the topics of Computer Science, Mathematics, and Electronics.
- Created learning plans, along with mock tests and assessments to monitor individual progression.
- Maintained a 100% subsequent pass rate, along with an average grade improvement of 17%.

PROJECTS

Ultrasonic Flow Reader | *HTML/CSS, JavaScript, Circuit Design, Highcharts*   October 2022 – April 2023
- Received Conestoga College's Mastercraft Award for best engineering Capstone Project.
- Production and distribution by Eyedro Green Solutions, Inc. beginning in 2024.
- Measured the flow of water in a pipe to 95% accuracy, monitoring water usage to save customer money.
- Received server data using HTML/CSS, PHP, and JavaScript and presented information to customers using a custom website.
- Created weekly Scrum reports and unit tests to ensure streamlined workflow and increased productivity.

Personal Website | *React, HTML/CSS, JavaScript, AWS*   July – August 2023
- Used React framework with CSS to create a personal website for exhibiting my skills and achievements.
- Leveraged AWS S3 buckets, Cloudfront
- Connected with GitHub API to programmatically display my public repositories and projects.

Game Launcher | *C#, WPF, Git/GitHub, SQL*   November – December 2022
- Use of object-oriented programming in C# to create game states and a user-friendly GUI with WPF.
- Developed and integrated code as work was done using Git/GitHub.
- Tracked individual statistics using SQL to create a login system with usernames and passwords.

SKILLS

Languages: C/C++, C#, HTML/CSS, SQL (SQLite), PHP, Python, JavaScript, MATLAB
Frameworks and Libraries: React, Highcharts, WinForms, WPF
Developer Tools: Git, GitHub, AWS, VS Code, Visual Studio, Unit Testing
Hardware: Circuit Design, Circuit Analysis, Simulation Tools, Soldering, Electronics Testing and Troubleshooting
Other Technologies: Arduino, Embedded C, Assembly, VHDL