

Carter Glynn

New graduate with three years of experience programming, building, and testing computer systems in an educational environment. Professional experience designing and implementing small scale electronics projects for field use. Seeking to apply my acquired skills while continuing my education via night classes and gaining the knowledge to make my career goals a reality.

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🐙 github.com/plyboicartier

SKILLS

C/C++	JavaScript	Circuit Design	Python
C#	PHP	Soldering	Agile-Scrum
HTML5/CSS	SQLite3	Troubleshooting	Git/GitHub

WORK EXPERIENCE

Network Technician (Co-op)

May 2021-August 2022

Grey-Bruce Telecom; Owen Sound, ON

- Design and deploy a small scale electronics project for use in the field while managing cost, reducing effective downtime by up to 99%.
- Co-ordinate and instruct a team of 2-6 for cable jetting (optical fibre), providing an internet connection to 1000+ houses.
- Install over 8000 metres of optical fibre casing and utility lines while following regulations.

EDUCATION

Advanced Diploma, Computer Engineering Technology (Co-op)

2019-2023

Conestoga College; Cambridge, ON

- Mastercraft Award; recognition of student achievement of excellence in program-related skills.
- Graduation with Distinction; achieve an average of 80-89 per cent in all courses of the program of study.

Bachelor of Technology, Software Engineering

2023-2025

McMaster University; Hamilton, ON

PROJECTS

Ultrasonic Flow Reader (Mastercraft Award Winner)

Built in a team of three, the flow reader uses ultrasonic sound waves to measure the speed and volume of water moving through a pipe to 90% accuracy. Funded by through Eyedro Green Solutions, Inc. with plans to be in full production by 2024.

- Accurately measure the flow of water in a pipe to help customers monitor their home usage and save money.
- Receive data from server using HTML5/CSS, PHP and JavaScript and present this to customers via a custom website.
- Create weekly reports and unit tests for Agile-Scrum project management to ensure streamlined workflow.

Game Launcher

Built in a team of two, this game launcher was built using Microsoft's WPF framework. It allows a user to log in and play 3 games: Snake, Tetris, and Tic-Tac-Toe, and have their scores displayed on a leaderboard.

- Used object-oriented programming in C# to create game states and a functional GUI.
- Develop and integrate code as work is done using Git/GitHub.
- Ensure ease of use and user compatibility by applying usability principles with WPF framework.

Morse Code Reader

The morse code reader utilizes FreeRTOS with the NUCLEO-F411RE development board to detect and read button presses as morse code inputs and write them to a console.

- Use of C in an STM32 embedded environment.
- FreeRTOS tasks, queues, semaphores used to order and sort inputs.