

Carson Gabler

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EDUCATION

California Polytechnic State University, San Luis Obispo, CA

September 2022 - December 2025 (Expected)

B.S. Computer Science, focused in AI & ML

Cumulative GPA: 3.6 **Major GPA:** 3.7

Coursework: Data structures, Object based orienting, Computer Organization, Computer Architecture/Systems, Discrete Structures

Honors: 2x Engineering Dean's List

WORK EXPERIENCE

Full-Stack Developer - *Hack4Impact Cal Poly*

September 2023- Present

- Collaborated within a cross-functional team of developers, designers, and marketers to provide free technology solutions to multiple non-profit organizations across San Luis Obispo County
- Developed proficiency in full-stack development with a focus on MongoDB, Express.js, React.js, Next.js, and Node.js
- Curated a personal portfolio in HTML and CSS to showcase job-relevant skills and projects

Computer Science Department Intern - *Brandon Smith*

June 2023- September 2023

- Developed testing algorithms for comprehensive code coverage using JUnit, unittest, Pytest, and integration testing
- Assisted high school students in learning Python, Java, computer hardware, and introductions to advanced concepts
- Collaborated with teachers and professional software developers to create detailed lessons and assignments

The First Tee Greater Portland - *Technician and Customer Service*

September 2021 - September 2022

- Led the golf shop during peak hours, handling customer interactions in person, by phone, and via email
- Maintained records of golf hours played using Google Sheets and a company-wide documentation system in SQL
- Uploaded tournament scores and information about upcoming events to the main website in HTML
- Collaborated with co-workers to provide underprivileged children with a safe environment for exploring golf and their interests

PROJECTS

Vector Ray Tracer

- Developed a Python program for accurate ray tracing in a 3D plane
- Added functionality for the camera to emit light and ambiance based on shadow positions
- Utilized this technology in game and virtual simulation development for rendering images and handling collisions

Forest Game Project

- Created a virtual world to simulate a forest game using Java
- Practiced proper object-orienting rules to encapsulate data, inherit superclasses, hide variables, and polymorph classes
- Added original artwork, interactions and events to the simulation

EXTRACURRICULAR EXPERIENCE

Cal Poly CSAI - *Computer Science Artificial Intelligence*

- Collaborated with a team to successfully develop a Reinforcement Learning project focused on the Atari game Pong
- Demonstrated proficiency in AI concepts, including the application of PyTorch, Conda, and TensorFlow during a quarter-long introduction pack
- Contributed to the growth and knowledge within the club, assisting with the club's culture of innovation and hands-on learning

SKILLS

Programming: C, C++, C#, Python, Javascript, Java, Assembly, HTML, CSS

Professional: GitHub, PyCharm, MS Visual Studio, Excel/Google sheets, Adobe Premiere Pro, IntelliJ, CLion, RARS, Junit, unittest, Pytest, Unix