Carson Gabler

(503)577-0072 | carsongabler7@gmail.com | linkedin.com/in/carsongabler

First-year student majoring in Computer Science with a focus in Artificial Intelligence and Machine Learning.
I am looking to further my interest in coding through internships or research opportunities.

EDUCATION

California Polytechnic State University, San Luis Obispo, CA   *September 2022 - December 2025 (Expected)*

Bachelor of Science in Computer Science

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

West Linn High School, West Linn, OR

Cumulative GPA: 4.38

Honors: 4x Honor Roll, World Language Honor Society, National Honor Society, Math Honor Society, Summa Cum Laude, WLWV Superintendent's Education Scholarship.

WORK EXPERIENCE

Computer Science Department Intern - *Brandon Smith*   *August 2023- Present*

- Developed proper testing algorithms to cover all coding errors using JUnit, Unittest, Pytest, and integration testing,
- Assisted high school students in learning python, java, computer hardware, and introductions to advanced concepts.
- Worked among a team of teachers and professional software developers to create detailed lessons and assignments.

The First Tee Greater Portland - *Golf Assistant and Customer Service*

- Lead the golf shop during peak hours. Interacting with customers on the phone, by email, and in person.
- Utilized google sheets and a company-wide documentation system to log all hours of golf played
- Uploaded tournament scores to the main website along with information about upcoming events.
- Worked with co-workers to provide underprivileged children a safe place to explore golf and their interests as a whole.

PROJECTS

Vector Ray Tracing

- Created a program that can accurately produce and trace rays in a 3D plane from an origin.
- Added functionality in which the camera at the origin produces light and ambience in accordance to position of the shadow.
- Utlized the technology in the development of games and virtual simulations to produce picture and collisions.

Forest Game Project

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

EXTRACURRICULAR EXPERIENCE

Model United Nations - *Chair of Technology, Economics, and Environment*
West Linn, OR

- Represented a nation in accordance to their political and social views on global issues.
- Wrote ten-page position papers which outlined the issues.
- Proctored advanced discussions on solutions with hundreds of students.

SKILLS

Programming: Python, Javascript, Java, C, C++, Assembly

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