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# Carl Levi Colston Jr.

## Software Engineer

Atlanta, GA

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## EDUCATION

### Georgia Institute of Technology, Atlanta - *BS Computer Science*

August 2019 - May 2023

Studied with concentrations in Media and Systems Architecture focusing on video game design, computer architecture, and software design practices.

## SKILLS

**Technology:** Java, Python, C/C++, C#, HTML, CSS, JavaScript, React, Git, Unity

**Design Practices:** Agile, Waterfall, Test Driven Development, Iterative Development, UML Diagramming

## EXPERIENCE

### CodeWiz, Lawrenceville - *Summer Code Coach*

May 2023 - Present

Taught kids, ranging from 7 - 16 years old, various software technologies including Minecraft modding, Unity 2D/3D game development, Python, and Java.

### Publicis Sapient, Atlanta - *Software Engineer Intern*

June 2022 - August 2022

Developed a web app chatbot with other interns aimed at the automotive industry. Worked primarily as a frontend engineer using React, CSS, and Flask to connect to an NLP Python backend.

## PROJECTS

### GT Escape - *Full-stack Developer*

Video Game Design, Fall 2022

Designed 3 game levels, including various 3D assets and level layouts. Additionally wrote C# scripts for enemy AI state machines and player-zombie interactions.

### End-to-end Encrypted Messenger - *Backend Developer*

Junior Design, Fall 2021 - Spring 2022

Worked with a client in the medical studies industry to meet their specifications. Implemented parts of the Diffie-Hellman encryption algorithm and participated in all stages of the software design process across a 2-semester long capstone project.