

Carson Hartley

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WORK EXPERIENCE

TimberTown Building Center

October, 2015– 2019

Sales

Calgary, AB

- Dealt with sales of building materials of all kinds.
- Accumulated a consistent base of clients, based off trust and reliability.
- Purchasing, of products for the store such as doors and mouldings.

TimberTown Building Center

October, 2021– Present

Carpenter

Calgary, AB

- Processed orders of custom milled doors to customer specs.
- Managed company wood shop and its employees.
- Maintained all shop assets including machinery, surfaces, and hand tools.

Chartley Designs - www.carsonhartley.com

October, 2022 – Present

Web Developer and Founder

Calgary, AB

- Personal freelancing site, developed its homepage and branding
- Completed several projects for small businesses.

SKILLS

Knowledge of core internet languages **HTML**, **CSS**, **Javascript**, and **Typescript**. Experienced in design for both Web and Applications using stylesheets or **Figma**. Proficient with web frameworks such as **React**, **NextJS**, and **Vice**. Proficient with version control such as **GIT**, including collaboration protocols.

PROJECTS

Summit Calculator

- A web based calculator consisting of lines, where each one is its own result, and lines can reference each others outputs and include them in their calculations. Built using React, and implements algorithms used to parse human readable math functions into a stack that can then be solved with every new input from the user. Currently working on implementing a backend to the app so Users can save multiple sheets of calculations and save templates.

Card Game Foundations

- A collaborative project for rapid prototyping of browser-based card games such as Solitaire. Responsible for all animations of the project, as well as visual layout of playing cards and tables. Written in only Javascript with no additional frameworks. Eventually will include several other card games, as well as a backend for User scores, as well as different themes for cards and table.

Old Growth

- A game designed with Godot, a game engine. Old Growth is a tree planting game where the player can plant as many trees as they like, the purpose of the game is to restore a destroyed forest. Made using GD Script, Godot's own scripting language very similar to Python. Each seed dropped by the player on the map had its own stats including accumulated sunlight, water, and nutrient levels. Tree's grew based on time, so long as their attributes such as sunlight were above a stable level.

EDUCATION

Southern Alberta Institute of Technology

June, 2009

Diploma, Environmental Technology

Calgary, AB

