

# CARSON MILLS

027 800 8883 | [carsonkmills5@gmail.com](mailto:carsonkmills5@gmail.com) | [carsonmills-dev-portfolio.vercel.app](https://carsonmills-dev-portfolio.vercel.app) | [github.com/cmil394](https://github.com/cmil394)

## EDUCATION

### University of Auckland

Bachelor of Science, majoring in Computer Science

Auckland, NZ

Jul 2023 – Nov 2025

### Auckland University of Technology

Certificate in Science and Technology

Auckland, NZ

Jul 2022 – Jun 2023

## EXPERIENCE

### Freelance Developer

Fulfillment Plus

December 2025 – Present

Auckland, NZ

- Developing a full-stack web application using React, PostgreSQL, Node.js and Typescript
- Building a time and task tracking system supporting performance analysis and automated customer reporting
- Implemented user authentication and role-based access control
- Iterated on features based on user feedback and evolving business requirements

### Software Developer (Capstone Project)

University of Auckland

July 2025 – November 2025

Auckland, NZ

- Collaborated in a team of 6 to design and develop a game for a client
- Developed core gameplay mechanics using Python, TypeScript, and Socket.io, enabling real-time multiplayer interactions
- Designed and implemented backend APIs using Python, following MVC architecture and service-based design
- Delivered a client-facing product on schedule, gathering requirements and iterating features based on feedback

## PROJECTS

### Guess Which? | Python, React, Typescript, Socket.io, Firebase, AWS EC2

- Built Guess Which?, a real-time educational game for lectures inspired by the traditional board game “Guess Who?”, enabling players to identify academic concepts through strategic questioning
- Developed the frontend game interface and mechanics using TypeScript and Socket.io
- Implemented backend APIs and WebSocket channels using Python, Flask, Flask-SocketIO, and Redis to manage live games, classrooms, and deck data
- AI-based moderation system to detect and penalize cheaters
- Integrated Firebase Authentication and Firestore for secure user management, game session persistence, and scalable real-time data storage

### Muscle Mate | Python, FastAPI, TypeScript, React, JWT

- A fitness/gym tracking app that allows users to log their workouts, track body weight and PBs with custom and recommended personalized workouts
- Built backend APIs using Python and FastAPI with type-safe endpoints and automatic docs
- Implemented authentication, relational database models, and modular routers for a scalable, maintainable backend
- Built filtering and navigation for months and years, providing users a clear overview of their workout sessions
- Dynamic workout dashboard in React and TypeScript with creation, editing, and history tracking

### League of Legends Connections | JavaScript, TypeScript, React, Node.js

- A League of Legends-themed version of the NYT game "Connections" with active users
- Responsive frontend ensuring accessibility across various screen sizes
- Built user submission system where community can create daily puzzles, reducing content creation workload
- Implemented local storage persistence to save player progress and puzzle completion status

## TECHNICAL SKILLS

**Languages:** Python, Java, C#, SQL (Postgres), Typescript, JavaScript, HTML/CSS, R

**Frameworks:** React, Node.js, Flask, Django, JUnit, FastAPI, ASP.NET

**Developer Tools:** Git, Postman, Chrome DevTools, VS Code, Visual Studio, PyCharm, IntelliJ, AWS

**Libraries:** Axios, pandas, NumPy, PyTorch