Carson W. Boden

carson.boden@gmail.com | carsonboden.com | Seattle, WA

EXPERIENCE

Omnidian, Seattle, WA — *Senior Software Eng.*

JUNE 2022 - PRESENT

Currently leading the Platform Team, responsible for modernization of legacy codebase and automation of deployments for existing and future services. Orchestrated code generation of REST API clients for internal services, eliminating the need for engineers to waste time writing boilerplate code. Sanitized databases company-wide, giving us security and SOC2 compliance.

Qumulo, Seattle, WA — *Member of Technical Staff (Software Eng.)*

APRIL 2020 - MAY 2022

Helped design and develop a max-flow algorithm for storage layout, enabling customers to cluster nodes regardless of their underlying hardware. Productized a variety of customer-facing scripts, allowing our customer success team to more efficiently address issues in the field. Led engineering onboarding and drove improvements to materials and processes to enable new hires to comfortably adjust to their team.

Ocient, Chicago, IL — *Software Eng. Intern*

MAY 2019 - AUGUST 2019

Contributed to the development of an exabyte-scale distributed database. Designed testing framework to inject errors into system calls made by the database to simulate failed hardware and improve fault tolerance. Coupled testing output with JIRA tracking to enable teams to quickly determine how their tests are performing on nightly builds. Optimized the database's distributed consensus protocol.

Qualcomm, San Diego, CA — *DDR/CPU Testing Software Eng. Intern*

MAY 2018 - AUGUST 2018

Designed testing infrastructure for debugging DDR systems. Developed automation framework for analyzing binary dumps from Android devices to speed up debugging process. Tools will be sent to third-parties for use, including Samsung.

Amazon, Seattle, WA — *Digital Content & Commerce Software Eng. Intern*

JUNE 2017 - SEPTEMBER 2017

Designed, developed, and tested tier-1 storage services and solutions. Created an onboarding UI for a shadowtesting framework allowing users to utilize the services faster and optimized settings for internal use.

ACADEMIA

University of Michigan, Ann Arbor — *Master's in Computer Science*

JANUARY 2019 - DECEMBER 2019 / GPA - **3.97 / 4.0**

University of Michigan, Ann Arbor — *Bach. in Computer Engineering*

SEPTEMBER 2015 - DECEMBER 2018 / GPA - **3.80 / 4.0** / Summa Cum Laude

Computer Arch. Major Design, Ann Arbor, MI — *Computer Processor*

JANUARY 2018 - MAY 2018

Time-intensive, two month experience spent designing, programming, testing, and documenting a superscalar, out-of-order processor prototype with novel features like hardware prefetching, advanced branch prediction, and cache enhancements.

VALUES

Addressing the Climate Crisis, Education for All

PROGRAMMING LANGUAGES

Proficient: C, C#, C++, Java, Kotlin, Python, Rust, TypeScript

Experienced: CSS, HTML, SQL, SystemVerilog, XAML

Familiarized: Angular, Go, JQuery, Ruby, Swift

DEVELOPMENT INFRASTRUCTURE

Architecture: Android, Arch, OSX, Ubuntu, Windows

Code Management: Bitbucket Pipelines, Git, GitHub Actions, Mercurial

Editors: IntelliJ, Vim, Visual Studio, VS Code, Xcode

MISCELLANEOUS SKILLS

Game Design: Amethyst, Bevy, SDL, Unity

Media Editing: AfterEffects, Inkscape, GIMP, Photoshop