

Carson Leo King

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Summary

Aspiring Software Engineer or IT Help Technician with a background in computer science and hands-on experience in AI-driven web apps and IT support. Skilled in troubleshooting software and hardware issues, and proficient in Java, Python, and C#. Experienced in Agile teamwork and unit testing, aiming to leverage technical skills to ensure software reliability and quality.

EDUCATION

University of Colorado Colorado Spring

Aug 2022 - May 2025

B. A., Computer Science Game Development Emphasis

SKILLS AND TECHNICAL EXPERIENCE

- **Languages:** Java, JavaScript, Html, CSS, LISP, SQL, C, C++, C#, Python, R, Unix, React, Bin/Bash, MATLAB
- **Environments:** Visual Studio/Visual Studio Code, IntelliJ, Windows OS, Linux (Ubuntu) OS, Gamemaker, Unity, Unreal, AWS
- **Tools:** Django, .NET core, Docker, OpenAI, GitHub, Hack'n Plan, MS Teams, Jira, Slack, MS 365
- **Tech Skills:** Pair Programming, Agile based Scrum, AI Analysis and Utilization, Unit Testing (Python, Java, C++), Object Oriented Programming, Functional Programming, Software Design and Planning, Paper Prototyping, CD/CI Pipeline, Automated AI code review, Test Driven Development, SOLID Principles
- **Soft Skills:** Leadership, Creativity, Teamwork, Communication, Hardworking, Team-Player

WORK HISTORY

Vantor

July 2025 - Present

IT Operations Specialist,

- Resolved 300+ monthly IT support tickets for hundreds of users at both Maxar intelligence/Vantor and Maxar space/Lanteris, addressing complex software and hardware issues while maintaining high customer satisfaction.
- Administered Active Directory for user account management and automated software deployment
- Diagnosed and resolved firmware/driver compatibility issues across diverse peripherals (headphones, docking stations, monitors, printers)
- Created and managed distribution lists and dynamic distribution lists via Exchange Admin Center
- Administered SharePoint sites and permissions through Microsoft 365 Admin Center
- Consistently ranked in top 2 performers for ticket resolution volume following completion of all required training
- Independently developing a comprehensive documentation review tracker using C#, .NET, AWS, Blazor, and Terraform to streamline IT team document review processes and automate SharePoint uploads, while maintaining full IT support responsibilities

Outlier

Oct 2024 - Feb 2025

Advanced Programmers - AI Training,

- Analyzed over 100 separate AI responses to various prompts, improving the accuracy of AI-generated outputs
- Clearly documented all discrepancies of AI generated code in Python, Java, C++, and JavaScript
- Made final judgements on all AI generated outputs, including code and written responses/explanations

Lavner Education

Jun 2023 - Aug 2023

IT Intern

- Taught 3 separate courses on basic Python and Java code, enhancing students' understanding and programming skills
- Troubleshooted/Fixed over 50 separate device malfunctions, including both software and hardware issues using Slack

Chatfield Senior High School

Aug 2021 - May 2022

Student IT Technician

- Resolved issues on over 100 school-issued Chromebooks, iPads, and projectors, ensuring minimal disruption to classroom activities
- Communicated with over 150 students and teachers both in person and on Jira

PROJECTS

The Red Shift - Lead Designer

Jan 2024 - May 2025

- Served as Lead Designer for the 2d simulator game "The Red Shift"
- Conceptualized, planned, wrote and implemented the entire Red Shift storyline, including quests, endings, and introduction
- Heavily Contributed to the conceptualization, planning, paper-prototyping, coding, and implementation of The Red Shift's core mechanics, (Drink making, ID validation, and conversing with customer) using C#, and Hack'n Plan.
- Commanded a team of 3 people to work on tasks, along with creating and managing all their tasks via Hack'n plan
- Contributed to the continuous management of the team's GitHub project by fixing merge conflicts, creating branches, and advising/su-pervising all merges to pre-main and main.

LearnToCode - Programmer

Aug 2024 - May 2025

- Co-Created a modification to the Java-based game "Minecraft", adding a full free beginner's course in Java programming
- Utilizes automated testing both in game and on the backend with Java
- Responsible for the creation of a Java IDE for users to write and test their code in-game, using Java, IntelliJ, and Git.
- Worked utilizing scrum as a part of the development team

CalendAI - Programmer

Jan 2025 - May 2025

- Co-Created and programmed an AI Powered Calendar marketed towards students, including full Canvas integration for assignments and classes, AI note summarization, and full AI generated quizzes based of notes taken.
- Developed the site's major backend features, including fetching assignments and modules from Canvas, sorting each assignment and module based on relevance, and attaching them to the calendar using Django, Python, and Git.
- Contributed to the site's frontend features by creating a base html file for all sub-sites and creating a modules page to store all relevant class information using HTML, CSS, and Git.
- Utilizes a CD/CI Pipeline for deployment, including full automated testing and AI code review for each push to main.

CERTIFICATION

- **CompTIA IT Fundamentals+**: May 2022- No Expiration
- **CompTIA A+ (Planned)**
- **CompTIA Security+ (Planned)**