Carson Turner

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Professional Summary

Recent college graduate full-stack software engineer with a Secret clearance and 2 + years' experience delivering high-impact, mission-critical applications for Lockheed Martin's naval programs. Proven track record in rapid software sustainment, automated testing, and agile team leadership. Accomplished Ironman triathlete and ultra-marathon runner, translating the discipline and resilience of endurance sports into consistent, high-quality engineering outcomes.

Core Competencies

Programming Languages: C/C++, C#, Java, Python, SQL, TypeScript, Angular
Frameworks & Tools: .NET, Spring Boot, NGRX Store, Cypress, CI/CD (GitLab, OpenShift), Jira, Confluence, Bitbucket
Testing & DevOps: Automated Testing Frameworks, UAT procedures, CI/CD pipelines
Applicable Clearances: Secret

Experience

Software Engineer Asc - Lockheed Martin, Cape Canaveral, FL
JUN 2025 - CURRENT
- Supporting the sustainment of FBM IS applications. Working with Navy customer to provide reliable software changes for military inventory program. Working in small team of developers to enhance end-user experience.
- Owning all aspects of development lifecycle. Report issues from end user, create change/enhancement requests, re-create software issues, implement changes, test, deploy and finalize software change.
- Monitoring pipelines and deploying between development environments for quarterly software releases.
- Development of test procedures for UAT testing and direct support for user-testing needs and conflicts.
- Handling fast-turnaround for critical software changes to meet customer needs.

Software Engineering Intern - Lockheed Martin, Cape Canaveral, FL / Remote
MAY 2023 – JUN 2025
- Streamlined testing process for IS applications. Worked directly with a team to convert hand-executed testing procedures into an automated process. Created a testing suite of processes, tools, and abilities -- to pass on knowledge to the software team. Developed scripts and testing procedures to test key-functionality and to modularize existing and future test-cases.
- Full-stack application development using Angular and Java/Spring boot and expanded agile methodologies in a team-based environment
- Placed on Python API project to visualize flight-telemetry using test-data for FBM program. Tested front-end visualization for project file structure.
- Worked in sustainment software development team. Closed change requests and made significant changes to critical components used in application.
- Actively added key-functionality for Python tool for user-base ~50 test-engineers using trend-plots for reliability analysis.
- Cypress JavaScript E2E web-application testing.
- Continued in the aid of development for military inventory program in part-time fashion during completion of bachelor's degree.

Part-Time Software Engineer - Assistant Research - University of Missouri, Columbia
AUG 2022 - MAY 2023
- Assisted in the development of a GUI driven C# computer program for the analysis and design of blast resistant windows.

- GUI program is designed to model Static Resistance Function to enhance resilience of critical infrastructure against explosive events
- Graphing, numerical input, user-defined glass types, blast load specificity

Projects

Project F.R.E.A.K. – Senior Capstone Project - University of Missouri, Columbia
AUG 2024 - MAY 2025
- Field-ready Rocket Evaluation and Analytics Kit
- Worked in team of 6 students to design, test, and deliver software solution to Mizzou Space Program customer.
- Handled back-end development and UI design.
- C#-GUI application to for live visualization of solid-rocket-motor test stand data. Application enhanced ease-of-use for gathering live data for rocket motor characterization from pre-existing .csv file hand-copied data dumps. Sensor health, live camera view, safety checks, ignition arming, and execution of motor firing for safe and reliable test runs.
- Live pressure and thrust graphs sent to application from sensors on test stand through Labjack T4. Reduced archaic data visualization times from 4+ hours to ~5mins.
- Aided team through agile-based development. Planned development sprints, retrospectives, stand-ups, and backlog reviews to ensure user requirements are met.

L1 High Powered Rocket – Mizzou Space Program
NOV 2022 - MAR 2023
- Designed, constructed, and tested L1 rocket to gain Tripoli L1 rocketry certification
- Used machine tools, techniques and software to create rocket to pass key requirements for L1 flight
- Selective Process within club as an achievement for active participation, attendance, and contribution to projects/events

High Altitude Balloon – Mizzou Space Program
SEP 2022 – NOV 2022
- High-altitude balloon travelling to ~75k feet to gather basic sensor date. Built from Arduino, included temperature, humidity, pressure and Geiger counter sensors.
- Led development of sensor hardware within new-member team. Coded and tested to ensure sensors were functional prior to balloon launch.

Education

University of Missouri - Columbia, MO -- B.S. in Computer Science
Graduation: MAY 2025

Extracurriculars / Leadership

Mizzou Space Program
SEP 2022 - MAY 2024
- Student led high-powered rocketry design, construction and competitions
- Propulsion research, fuel development, shop tools & activities
- Local events and community outreach

Mizzou Club Triathlon
AUG 2023 – MAY 2025
- Weekly practices of swimming, biking, and running.
- Bike & Run Coach
- Attend professional collegiate competitions