

# Swan Carpenter

Swan is an engineer building highly interactive web experiences and seeking frontend and fullstack roles.

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## Education

**Carnegie Mellon University**  
Class of 2021  
Bachelor of Computer Science and Arts  
Focus in CS and Environments Design  
QPA 3.61, College Honors

## Relevant Coursework

**Computer Science**  
Computer Systems  
Parallel & Sequential Algorithms  
Theoretical Computer Science  
Principles of Imperative Computation  
Functional Programming  
Applied Machine Learning  
Robotics for Creative Practice  
Conlanging with Language Technologies

**Math**  
Mathematical Concepts and Proofs  
Matrices and Linear Transformations  
Calculus in Three Dimensions  
Probability

**Design**  
Environments Design I, II, III  
Futures  
Systems  
How People Work

## Skillset

<b>Web</b>	<b>Native</b>
JavaScript	C/C++
TypeScript	Rust
React	Python
NextJS	Java
Express	C#
Tailwind CSS	Arduino
NodeJS	
Electron	<b>Multimedia, AI</b>
WebAssembly	TouchDesigner
Google Cloud (GCP)	FFMPEG
Cloudflare	Unity
	ChatGPT/Gemini
<b>Mobile</b>	<b>Management</b>
Android Studio	Git
Dart/Flutter	Bash/Shell
Swift/XCode	

## Honors and Awards

**Armero Award for Inclusive Creativity**  
2021  
Capstone Project Award for *Zobits*

**Pittsburgh AAF Award**  
2023  
Gold for *Netflix Stranger Things Clock*

**National American Advertising Award**  
2023  
Gold for *Doodles Genesis Factory*

## Work Experience

**Fullstack Developer | studiosC**  
October 2023 - Present  
- Managing sole-proprietorship fullstack development studio  
- Owning end-to-end **frontend** and **backend** dev for consumer-facing webapps/platforms  
- Using **TypeScript, React, HTML, CSS, NextJS, NodeJS, Python, GCP, and Cloudflare**  
- Clients include Deeplocal, Nik Bentel Studio, Magic Circle, Mars, LinkedIn, and Google

**Software Engineer | Deeplocal**  
June 2021 - May 2022 (lvl. 1), May 2022 - October 2023 (lvl. 2)  
- Leading software teams for multiple simultaneous projects  
- Designing **system architectures**, and writing **frontend** and **backend** code  
- Building award-winning interactive web experiences  
- Using **JavaScript, TypeScript, React, NextJS, HTML, CSS, NodeJS, Electron, and GCP**  
- Clients include Google, Meta, Netflix, TikTok, Museum of the Future, and Virgin

**UX Prototyping Intern | Motional (Aptiv-Hyundai JV)**  
June 2020 - August 2020  
- Owning design and prototype development for functional demo of a 3D map view  
- Integrating live data from management software for a large fleet of autonomous vehicles  
- Using **JavaScript, MapBox, HTML, and CSS**  
- Designs have since been implemented into the production software

**UX Prototyping Intern | Aptiv**  
July 2019 - August 2019  
- Owning design and prototype development for infotainment layer on AV in-car map view  
- Integrating live interactive location-based content into in-car passenger display  
- Using **Java** and **Android Studio**

## Notable Projects

**Gemini Headline Generator**  
Launched February 2025  
Owned fullstack development of mobile-first progressive web app harnessing Google's **Gemini** and **Speech-to-Text APIs** to allow users to generate custom event-themed magazine headlines as part of Google's NBA All Stars marketing event, supporting hundreds of simultaneous users. Stack included **TypeScript, React, NextJS, and GCP**.

**Artey.ai**  
Ongoing since October 2024  
Owning frontend development and UX design of **TypeScript, NextJS, React, and Tailwind**-based generative-AI integrated poster design application. Frontend scope includes handling upload and tracking of user-generated assets, edit history, interactive **FabricJS**-based canvas, communication with backend AI APIs, and navigation of users' account and document information.

**Magic Circle Platform-Wide Tutorials**  
Feature launched February 2024  
Owned implementation of a platform-wide tutorials feature for an online social gaming platform. Feature is customizable per-game, and built on a stack of **TypeScript** and **React** on a serverless **Cloudflare** infrastructure.

**Virgin Voyages Jen AI**  
Launched June 2023  
Collaborated on development of a **Google Cloud Platform** hosted **TypeScript** middleware **REST API** interfacing between frontend and AI server to generate, stitch, and stream custom (consensual) deepfaked invitation videos featuring Jennifer Lopez inviting the recipient on a personalized Virgin cruise experience.

**Highmark "How's It Going?"**  
Launched May 2023  
Built out a server using **Rust** and **Tokio** and a series of **JavaScript/React** frontends to maintain a queue of user-generated survey data being simultaneously created, edited, and removed by multiple visitor- and staff-facing clients. Presented as part of the launch event for Highmark's "How's It Going?" campaign.

**TikTok TAC Moderation Workstation**  
First site launched February 2023, subsequent sites launched later  
Led software development and served as primary contributor for a set of kiosks demonstrating TikTok's moderation process. Kiosk application built in **JavaScript** and **Electron** with full multilingual support and **Strapi**-based, client-facing content management system.