

# Carson Stauffer

*Experienced software engineer capable of working independently or collaboratively seeks a position with a top technology firm*

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## EXPERIENCE

### **Riafox, Meridian, ID — Full Stack Developer Contractor**

Jan 2020 - May 2020

Developed a custom web application used for business administration. Built user-facing features with NestJS, Angular 2, and MongoDB.

### **Independent Game Developer, Boise, ID — Programmer & Artist**

Sep 2019 - Aug 2020

Co-created Roguelite game *Scoot or Die* for Windows and OSX. Programmed game features and created art, animation, and effects.

### **Avvo, Seattle, WA — Full Stack Developer**

Oct 2016 - Feb 2018

Developed and maintained a website with millions of users. Built customer-facing features, fixed site outages, and implemented a share of voice algorithm for our advertisers. Technologies used include Ruby on Rails, Elixir Phoenix, and MySQL.

### **Independent Game Developer, Moscow, ID — Programmer & Artist**

Oct 2015 - July 2016

Co-created mobile arcade game *Kitty Lander* for Android and iOS. Designed and programmed game features such as level generation algorithms, state machines, and physics interactions.

### **NASA Jet Propulsion Laboratory, Pasadena, CA — Intern**

Summer 2014

Created an app for Google Glass using the Android SDK. The app allowed Glass users to view a large selection of instructional files hands-free.

### **Kootenai Medical Center, Coeur d'Alene, ID — Intern**

Summer 2013

Supported computers and other non-specialized hospital equipment. Diagnosed and fixed faulty printers, slow computers, network issues, malfunctioning scanners, and countless other issues.

## SKILLS

Network Programming

Git

Databases

Web Development

Agile Development

Dev Ops

Excel

Statistics

## LANGUAGES

Python

C++

Ruby

MySql

HTML/CSS/JavaScript

## EDUCATION

### **University of Idaho, Moscow, ID— *B.S. Computer Science***

2010 - 2015

## PROJECTS

### **FaceBlur** — *Automated face detection and blurring using OpenCV and Machine Learning*

Created a web page that would take an uploaded video and use a trained machine learning model to recognize all human faces in the video and automatically blur them.

### **StarWheels.io**— *In-browser multiplayer game*

Created a real time multiplayer game about fighting cars. Built using the PhaserJS framework for the game and a Websocket server in Node.js for the server. Implemented client side prediction for better feeling gameplay over latency.

### **Traffic Control Camera**— *Camera that recognized traffic using background subtraction*

Helped develop a camera for use in traffic control situations. Pixels in the camera captured 8 bit visual data that was fed into a background subtraction algorithm to detect cars moving in the scene. Created an interface for viewing and demonstrating the camera's operations.

## EXTRACURRICULAR

### **Joe Vandal** — *University mascot*

Suited up as the University of Idaho's beloved viking and provided entertainment at football games, basketball games, and other events.

### **Turtle Derby** — *Annual fundraiser*

Organized fundraiser, and raised over \$3000 for the ALS Association, exceeding success of recent years.

### **Community Service** — *Volunteer work*

Participated in various service projects including Saturday of Service, Make a Difference Day, Lionel Hampton Jazz Festival, Lunch Buddies Program, Red Cross Blood Drive, Palouse Food Drive, and more.