

# James Carlson

(719) 329-8556 - [Github](#)  
jamesmbcarlson@gmail.com - [LinkedIn](#)  
[Portfolio](#)

I am a versatile software engineer with experience in both frontend and backend development, garnered from independent contracting, game development, and as a coding bootcamp student. I have developed a variety of applications using C#, Python, JavaScript, HTML, CSS, and frameworks such as React and Flask. With a background in graphic design, video production, and hospitality, I bring creativity, strong communication skills, and exceptional organizational abilities to any team, ensuring projects are completed efficiently and effectively.

---

## SKILLS

**Languages:** JavaScript, HTML5, CSS3, Python, C#, Java

**Frameworks/Libraries:** React, Flask, Blazor

**Databases:** SQL

**Tools/DevOps:** Github, RESTful APIs, Visual Studio

**Certifications:** Coding Temple - Full Stack Development

**Other:** Unity, Adobe Creative Cloud (Photoshop, Illustrator, Premiere, InDesign)

---

## PROJECTS

### Screensort - Product Developer

*Technologies: Java, Android Studio*

- Developed an Android application designed to sort screenshots, working in a cross-functional team with another developer, a product designer, and a product manager.
- Programmed the application in Java using Android Studio, focusing on implementing the core functionality of sorting screenshots, demonstrating the potential for further automation and enhancements.

### Spooky Street - Game Developer

*Technologies: Unity, C#*

- Engineered a Halloween-themed arcade shooter mobile game, leading the development process from concept to deployment.
- Programmed game mechanics, enemy behavior, and player controls using C# in Unity to create an engaging and challenging gameplay experience.
- Designed gameplay elements and created all art assets, ensuring a cohesive visual style and immersive game environment.
- Optimized performance for mobile devices, ensuring smooth gameplay on both iOS and Android platforms.

### Platte Furniture Inventory - Frontend Developer

*Technologies: C#, Blazor, HTML5, CSS3*

- Developed a web application to manage and display inventory for a used furniture business, collaborating closely with a backend developer.
- Implemented front-end features using C#, HTML, and CSS within the Blazor framework, allowing users to easily sort and filter through available inventory.
- Created a dynamic interface that updated in real-time as inventory was scanned in at the warehouse, improving operational efficiency.

## EXPERIENCE

### Software Engineer Trainee - Coding Temple | Remote

3/2024 - Present

*Technologies: Python, JavaScript, HTML5, CSS3, Flask, React*

- Adapted to new programming concepts and technologies, demonstrating a strong ability to learn and apply knowledge effectively under tight deadlines.
- Developed both frontend and backend projects, demonstrating application of coding principles.

### Independent Contractor - Freelance | Remote

3/2022 - Present

- Developed front-end web applications using C#, HTML, and CSS, collaborating with a backend developer to deliver robust and user-friendly websites and internal applications.
- Produced animated videos, infographics, and digital advertisements, using Adobe Photoshop, InDesign, and Premiere.

**Graphic Design Specialist** - *Ring Digital* | Remote

9/2022 - 9/2023

- Created animated digital advertisements for a diverse clientele using Adobe Animate, Photoshop, and Premiere.
- Collaborated with marketing teams to design visually compelling ad campaigns, enhancing brand visibility and customer acquisition.

**Data Entry** - *El Paso County Public Health* | Colorado Springs, CO

8/2021 - 3/2022

- Managed and transferred healthcare data from county to state databases, ensuring data accuracy and compliance with state regulations.

**Shift Supervisor** - *Loyal Coffee* | Colorado Springs, CO

8/2019 - 5/2021

- Managed on-floor team and operations, ensuring high-quality food and beverage service.
- Promoted a welcoming and inclusive environment, enhancing the overall guest experience.

**Media Production Supervisor** - *Camp Elim* | Woodland Park, CO

5/2007 - 11/2018

- Designed and managed all promotional materials, including print, video, and digital content, ensuring brand consistency and enhancing camp visibility.
- Led and mentored a team of volunteers in video and photography projects, utilizing Adobe Creative Cloud to produce high-quality promotional materials, resulting in maximal camp enrollment.

## EDUCATION

**Coding Temple**, *Certificate - Software Engineering*

**University of Colorado Colorado Springs**, *Bachelor of Innovation - Game Development and Design*