Carson Hinsverk

Minneapolis, MN ▪ He/Him ▪ carsonhinsverk@gmail.com ▪ GitHub ▪ LinkedIn

EDUCATION

University of Minnesota, Twin Cities *Anticipated completion in May 2030* | **GPA**: **3.882**
M.S. in **Computer Science, Minor** in **Mathematics**

WORK EXPERIENCE

Software Development Intern, ComDel Manufacturing - Wahpeton, ND Summer 2026

- Used **Blazor WebAssembly** to develop a web-based version of the company's previously Windows-only app for managing product shipments to cut back on expenses related to Windows devices
- Developed an intranet web page using **.NET** and **Razor** syntax that provides more detailed looks into production line stats via filters translated into raw **SQL**
- Worked directly with project stakeholders to optimize integration with their specific workflows

AI4Earth Research Member, UMN Twin Cities Summer 2026

- Created a crop-classification, **deep-learning** model using **Transformers** that made better use of sparse temporal data than the baseline STATT model provided
- Managed a team of ML novices, including myself, and presented our finished research project in front of professors

VOLUNTEER EXPERIENCE

Software Team, UMN Rocket Team - Minneapolis, MN August 2025 – Present

- Worked on fixing bugs and implementing new features for the WINGS flight computer software
- Experience working with frontend and backend, communication with rockets' onboard computers, querying data from **InfluxDB** in time-series, and displaying data with real-time 3D visualizations using custom **Grafana** plugins

App Developers Club Officer, UMN Twin Cities Present

- Currently working on ATLAS, a **self-hosted trading platform** for small quantitative trading teams, providing a shared interface for deploying, managing, and monitoring live trading strategies, with supporting tooling for strategy development, backtesting, and observability.
- **Assisting new members** in gaining familiarity with the tech stack and codebase, engaging in frequent **software design meetings**, making and reviewing tasks for club member

PROJECTS

Pack Tracker *August 2026 - Present*

- Currently designing and developing a cross-device app that serves as a hub for all fans of Pokemon and its card game. The app uses a tech stack composed of **PostgreSQL**, **Prisma**, **Nest.js**, and **Next.js** for a clean end-to-end architecture and communicates frequently with an external **REST API** to fetch Pokemon card data.
- Later on, **WebSockets** will be used for bi-lateral user communication.

Portfolio Website *August 2026 - September 2026*

- Created a retro personal website that showcases my individual creativity, skills, and progress as a computer science student.
- Utilizes **Next.js**, **TypeScript**, **TailwindCSS**, **Framer Motion**, and **Sanity**, for a smooth, expressive website.

SKILLS

Languages: HTML/CSS, JavaScript, TypeScript, Python, Java, C, C++, C#, SQL

Tools: Windows, IDEs, Git/GitHub, Bash, Node.js, Docker, Grafana, .NET, React, NextJS, NestJS, Prisma, PostgreSQL