Carson Mills

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Education

University of Auckland — Auckland, NZ
Bachelor of Science, majoring in Computer Science — *Jul 2023 – May 2026*

Experience

Intern Software Developer — June 2026 – Present
DashTMS — *Auckland, NZ*

- Developed an asset checklist management system enabling web users to create, assign, and edit checklists, while allowing drivers to complete daily vehicle safety inspections via the mobile app.
- Developing a full-stack Transport Management System using Laravel PostgreSQL, and HTMX, managing end-to-end freight operations
- Worked with a structured MVC codebase, writing service classes, database migrations, and Blade templates while following coding standards enforced by static analysis and automated tests

Freelance Software/Integration Developer — January 2026 – Present
Fulfillment Plus — *Auckland, NZ*

- Developed a full-stack SaaS time-tracking platform using React, Node.js, PostgreSQL and TypeScript
- Built a custom integration between a WMS and TMS to allow for smooth transport bookings
- Designed a multi-tenant data model with customer-scoped task tracking, live employee timers and a real-time admin dashboard with broadcast logout
- Implemented JWT-based authentication with RBAC and an admin approval workflow for account management

Software Developer (Capstone Project) — July 2025 – November 2025
University of Auckland — *Auckland, NZ*

- Collaborated in a team of 6 to design and develop a game for a client
- Developed core gameplay mechanics using Python, TypeScript, and Socket.io for real-time multiplayer interactions
- Designed and implemented backend APIs using Python, following MVC architecture and service-based design

Projects

Guess Which? | *Python, React, TypeScript, Socket.io, Firebase, AWS EC2*

- Built *Guess Which?*, a real-time educational game for lectures inspired by the traditional board game "Guess Who?", enabling players to identify academic concepts through strategic questioning
- Developed the frontend game interface and mechanics using TypeScript and Socket.io
- Implemented backend APIs and WebSocket channels using Python, Flask, Flask-SocketIO, and Redis to manage live games, classrooms, and deck data
- Implemented an AI-based moderation system to detect and penalize cheating

FplTime | *React, TypeScript, Node.js/Express, PostgreSQL, JWT*

- Built a full-stack time-tracking platform for 3PL warehouses, enabling employees to log hours against specific customers and tasks in real time
- Designed role-based JWT authentication with a PIN-based kiosk mode
- Developed an admin dashboard with date-filtered timesheets and employee and customer reports exported as formatted Excel files with server-rendered pie charts

CartonCloud–Trifecta Transport Booking System | *JavaScript, Cloudflare Workers, REST APIs, Webhooks*

- Built a serverless integration that automatically books pallet freight with Trifecta when packed orders are flagged in CartonCloud, replacing manual data entry
- Developed a webhook handler to match pallet line items and map consignments into the carrier's order format
- Integrated two third-party REST APIs with token-based authentication, and implemented failure email alerts
- Implemented a dry-run mode to validate generated orders against real webhooks before deployment

Technical Skills

Languages: PHP, Python, Java, C#, SQL (Postgres), Typescript, JavaScript, HTML/CSS, R
Frameworks: Laravel, React, Node.js, Flask, Django, JUnit, FastAPI, ASP.NET
Developer Tools: Cloudflare, Git, Postman, Chrome DevTools, VS Code, Visual Studio, IntelliJ
Libraries: Blade, Axios, pandas, NumPy