William Carter

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OBJECTIVE	Seeking a Software Engineering internship that allows me to demonstrate my problem-solving skills and explore full-time options. Availability: Mid-May to End of August 2021.	
EDUCATION	Rensselear Polytechnic Institute Bachelor's of Science – Computer Science	September 2020 – May 2024 Troy, NY
	Buckingham Browne & Nichols School AP Scholar Honors High School Diploma ACT 35/36	September 2017 – June 2020 Cambridge, MA
TECHNICAL SKILLS	Coding proficiency in C++, C#, Java, Python, JavaScript, HTML5, CSS. 6 years of comprehensive experience with Unity Engine in mobile, web, and desktop projects. Additional experience with: MATLAB — Data Analysis and Visualization. Blender — 3D Modelling and Rendering. Adobe Photoshop — Graphic Design and Editing. Sketch, Adobe XD, and Figma — Front-End Mobile Design and Prototyping.	
SELECTED COURSEWORK	RCOS - Created a semester-long contribution to the Rensselaer Center for Open Source of my complete design and invention. Data Structures — studied and created various data structures in the context of practical and efficient use in a variety of short projects over the course of the semester, including pathfinding and resilient image recognition. Computer Organization — Studied RISC and x86 architectures, digital logic, and low-level system processes, then applied these into a series of short projects. Foundations of Computer Science — Broad computer science and discrete mathematics coverage extending from set theory and combinatorics, to graph theory and automata theory.	
EXPERIENCE	Ace Hardware . Retail Hardware - Sales Associate Worked tirelessly to solve customer problems and condupicking up new skills in areas such as glass cutting, framin to better serve various customer needs.	· · · · · · · · · · · · · · · · · · ·

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	Zelgor Inc. Mobile Gaming Startup – Developer Collaborated with Zelgor's technical lead and other team members to prototype and release a new mobile game. Learned to rapidly iterate in an agile development environment, and was responsible for large swathes of system functionality, art, music, and in-game currency. Particular achievements include designing an efficient and extensible UI system, solving the rotational tracking dilemma for our unique movement system, and drafting integration of the wave function collapse algorithm for our procedural obstacle generation system.	
	Massachusetts Institute of Technology Newman Research Lab – Intern Cambridge, MA Worked under PhD Candidate James Hermus in the field of Motor Neuroscience. Used MATLAB to filter, organize, analyze, and visualize motor data of subjects interacting with a circular constraint. Calculation of the tangential velocity and radial forces from the subsequent graphed data was instrumental in affirming the labs hypothesis on human use of dynamic primitives to streamline motor-neural load.	
SELECTED PERSONAL PROJECTS	 Created a personal website using HTML and CSS. Crafted Machine Learning model from the ground up in Python. Participated in multiple game jams, notable creations include a 2D platformer making use of a grappling hook, and a first-person action game involving saving bystanders from city traffic. 	
LEADERSHIP & ACTIVITIES	Head of the Charles Rower and 3-year Varsity Team member while in High School. Camp Counselor at Mazemakers in Weston MA for multiple years, teaching web design, robotics, game design, and athletic games. Lead a group of underclassmen to success at a Model United Nations Conference at Duke University.	
OTHER	Fluent in Mandarin Chinese – Completed 7 years of study in the language, spent one month in full immersion in Beijing, Shanghai, Suzhou, and Xi'an.	