

Adam Carroll

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OBJECTIVE

To obtain a position in the engineering or web development field and help shape the future of technology, with the eventual goal of advancing to a team lead or managerial role.

EDUCATION

Master of Science in Computer Engineering

Clemson University — Clemson, SC

May 2015 (expected)

GPA: 4.00

- Teaching Assistant (Microcontroller Interfacing, Computer Organization)
- Researcher for the Pervasive Communications Laboratory
- Secretary/Treasurer and Volunteer for Cross Impact (Student org.)
- IEEE Competitive Programming Team Member

Bachelor of Science in Engineering

Bob Jones University — Greenville, SC

May 2013

GPA: 3.86

- BJU Outstanding Student in Physics and Engineering Award Recipient
- BJU Competitive Programming Team Member
- Passed the Fundamentals of Engineering Exam
- Volunteer for the Greenville County Recreation District

EXPERIENCE

Web Developer — Domain Superstar LLC — Telecommuting

2012-Present

- Worked on the WeightTraining.com website, written using Ruby on Rails with SASS and JQuery implemented for the user interface (among other languages)
- Extensive work on both the back-end code and front-end css to replicate Photoshop wireframes
- Redesigned and implemented a new checkout system for making online purchases

Teaching Assistant — Clemson University — Clemson, SC

2013-Present

- Taught 6 lab sections for Microcontroller Interfacing (ECE 372)
- Taught 3 lab sections for Computer Organization/x86 Assembly (ECE 273)

Technology Assistant Crew Chief — Bob Jones University — Greenville, SC

2012-2013

- Responsible for training and managing as many as 11 staff members, coordinating worker schedules, overseeing special shifts, and handling maintenance issues in the computer science labs
- Developed management and relational skills

Software Engineering Intern — AAI Corporation (Textron Systems) — Goose Creek, SC

Summers 2010/11

- Developed a maintenance-training simulator for the DOD F-35 Joint Strike Fighter program
- Performed research for the TH-57 helicopter simulator IR&D project
- Worked alongside the customer for on-site testing and analysis
- Gained experience with project management, code/script testing, and ITAR
- Gained programming competency with C++ and the Microsoft Visual Studio IDE

TECHNICAL SKILLS

Programming Experience

- Ruby on Rails
- C / C++
- HTML and CSS / SASS
- Javascript / JQuery / CoffeeScript
- Intel x86 Assembly
- Git / Source Control

Projects

- *Q/A Project* – Designed and operated a website for a personalized question/answer social network (like Yahoo! Answers). The framework is Ruby on Rails with Bootstrap used for a styling backbone.
- *80Sim86 Simulator* – Designed and coded a learning simulator for the Intel 8086 Assembly Language using C++ and Microsoft Visual Studio. The simulator is used by Bob Jones faculty to aid student instruction and learning.
- *Knock Activated Door Opening Device* – Constructed and implemented a remote door opener that will open a door given a pre-programmed secret knock. All processing and logic was supplied by an Arduino Uno.
- *Hero[0] Computer Game* – Team fully designed and produced an animated computer game using C++ and the Borland Turbo C++ development engine.