Andrew Capshaw

capshaw.me   capshaw@rice.edu

Education

Rice University   Fall 2010-Present
Bachelor of Science in Computer Science
(expected graduation in 2014)
GPA: 3.24

Work Experience

Alice & Love   Co-Founder & Software Developer
Houston, TX   Summer 2012
Worked at The Owl Den to conceive, design, and build an online fashion marketplace as part of a small team. Was primarily tasked with making the front-end of the site user-friendly and translating design ideas to code. *aliceandlove.com*

Rice Institutional Research   Assistant
Houston, TX   Spring 2012
Assisted the Institutional Research department with student data including verification and presentation of the data to the Rice community; helped to update public site including cleaning, verifiying and publishing common data set documents online; worked on automating some verification tasks

Rice Faculty Senate   Intern
Houston, TX   Fall 2011
Compiled a database of faculty committee work at Rice University; Analyzed the data for gender, school, and departmental balance within the senate; Formulated graphics to report the data back to the senate

Recent Projects

Coffee Chat   April 2012
A database-based web chat application that allows for user authentication and communication. Written in PHP and Javascript (with a tiny amount JQuery).

Degree Planner   March 2012
A proof-of-concept application made at the inaugural Spring 2012 Rice Hackathon. The driving motivation of the application was to create a simple drag and drop interface that would allow users to map out their time at Rice. Team project with potential to continue.

Citrus Content Management System   January 2012
An admin-controllable content management system based in PHP and MySQL. The system allows administrators to log in and create/alter/delete content without altering/uploading code.

The Greedy Painters   January 2012
Utilized HTML5s canvas and Javascript to create a visual simulation. Users select the number of painters and walls to be placed and let the simulation run (painters can be added and removed in real-time). The greedy painters wander the map looking for untouched blocks to paint. The user can watch real-time statistics such as number of blocks painted and efficiency to monitor the simulation.

Qualifications

PHP (five years) · Javascript (five years) · CSS (five years) · SQL (four years) · Python (two years) · Java (one year) · C (One Year)

Awards & Achievements

Best User Interface *Rice Hackathon 2012* · Valedictorian *Austin High School 2010*