Andrew Capshaw

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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) · MySQL (four years) · Python (two years) · Git (one year) · Java (one year) · C (One Year)

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