Andrew Capshaw

capshaw.me capshaw@rice.edu (512) 694 2524

Education

Rice University Fall 2010 - Present
Bachelor of Science in Computer Science
(expected graduation in May 2014)
GPA: 3.39

Recent Coursework

Fall 2013: Software Engineering Methodology · Introduction to Computer Networks

Previously: Design and Analysis of Algorithms · Compiler Construction · Advanced Object-Oriented Programming · Evolutionary Bioinformatics · Introduction to Parallel Programming · Introduction to Game Theory

Technical Qualifications

Languages: Python · Javascript · C#/ASP.NET MVC · Java · PHP · MySQL

Workspace: Experience with OSX, Windows, and Ubuntu · Source control with Git and SVN

Work Experience

SnapStream TV Search Software Engineering Intern
Houston, TX Summer 2013
Implemented new features to improve user workflows, including an efficient external upload feature; Refactored a subsection of the product within the ASP.NET MVC framework, improving code quality, site speed, and maintainability.

Alice & Love Software Developer
Houston, TX Summer 2012
Collaborated with the Owl Den team to design and build Alice & Love, an online fashion marketplace; helped to implement the transaction and infinite-scroll infrastructure; took on leading role for front-end development.

Rice University Intern
Houston, TX Fall 2011 - Spring 2012
Compiled a database of faculty committee work at Rice University; analyzed the data for demographical balance within the faculty senate; automated verification tasks for the Department of Institutional Research.

Independent Projects

Source and demos for these projects can be found at http://github.com/capshaw

Sudoku Generator & Solver August 2013
Presently iterating on a web application that generates and solves sudoku puzzles. Built using the Javascript module design pattern, SASS, and head.js. The planned features include a solver that can solve sudoku puzzles that require backtracking to solve.

Rice Elections January 2013 - May 2013
Collaborated with peers to build an application to hold secure automated elections for organizations at Rice. Built on Google App Engine and Python.

General Cluster December 2012
An iterative clustering program that allows a user to import two-dimensional data, display it, and cluster it into k groups. Written in Java.

Maze Factory September 2012
Built an HTML5 web application that paints a maze to a canvas using a depth-first search. Written in Javascript, utilizing JQuery.

Awards & Achievements

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