

Carter Andrew

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3015 Ash Ave, Boulder CO

EDUCATION

University of Colorado Boulder	Aug 2020-Apr 2025
<i>Accelerated Masters of Science, Data Science and Machine Learning</i>	GPA: 3.7/4.0
<i>Bachelor of Science, Computer Science</i>	GPA: 3.6/4.0
<i>Engineering Leadership Certificate</i>	GPA: 3.9/4.0

TECHNICAL SKILLS

Neural Net Architecture	Python, R, Java, C, C++	Javascript, PHP, Typescript, Go	Tensorflow, Pytorch
AWS, GCloud, GraphQL	React, Laravel, Vue	OpenGL3, ShaderLab	Arch Linux, NixOS

PROFESSIONAL EXPERIENCE

OnX Maps Software Development Intern	May 2025-Aug 2025
- <i>Fully built a backend service responsible for all file imports for the OnX applications</i>	
- <i>Created feature for notifying users when the deviate from their route</i>	
- Developed architecture that allows graceful handling of service outages without data loss	
- Built frontend demo for backend service incorporating new actionable error handling	
Quadrant Health, ELLA Lead software developer	Aug 2024-Present
- Conducted extensive surveys and used feedback to <i>iteratively design a complete application wireframe</i>	
- Researched and <i>built comprehensive database of medical panels, biometrics and other health forms</i>	
- <i>Developing HIPAA compliant mobile application</i> allowing users to comprehensively track their medical information, see trends in their data, and learn related medical and health information	
7D Imaging Full Stack Software Developer	Jun 2024-Aug 2024
- Rebuilt full stack web application allowing clients like Konica Minolta to digitize user manuals	
- <i>Architected new declarative tech stack</i> enabling portable, reproducible, and highly organized architecture	
- Drafted application wireframe and charter and presented solution to Konica Minolta representatives	
The Nyagi Project Technical Lead	Sep 2023-May 2024
- <i>Lead development</i> of cross platform mobile application using local computer vision to identify anatomy in ultrasounds. Tailored app for use in medically deprived areas without internet or performant devices	
- Architected end to end pipeline for model training, building and integration in mobile app	
- <i>Received 1st place for Excellence in Design</i> among all CU Boulder computer science capstone projects	
Conservation Metrics Software Development Intern	Apr 2019-Jul 2019 & Apr 2020-Aug 2020
- <i>Collaborated with senior developers to architect and train computer vision models to identify aleutian terns, other birds, and nests in drone photographs of Alaskan plains</i>	
- Developed firmware for Audomoth devices to improve timestamp tracking	
- Created multithreaded cli tooled for extracting metadata from millions of Wildlife Acoustics files	

LEADERSHIP EXPERIENCE

Computer Science Club Co-Founder	Sep 2018-Apr 2020
- <i>Coordinated with Intel</i> to organize events between Telluride and Salesian High School, Eswatini	
- Organized weekly volunteering at local library, <i>raised \$3000 of proceeds</i> for Salesian High School	
Colorado Fashion Club Creative Lead	Sep 2022 - Apr 2022
- <i>Coordinated 22 club participants</i> to host local fashion show Cyberia in collaboration with CU ROAM	

VOULENTEEER EXPERIENCE

Bozeman Bike Kitchen Voulenteer	32 Hours
- Worked with donated bikes to either salvage parts or repair for donations or resale	
Arizona Humane Society Voulenteer	21 Hours
- Helped clean kennels, feed animals, do inventory, administer medications, and oversee visitations for adoption center and intensive care unit	