

# Carter Andrew

carter.andrew@colorado.edu

1(970)708-1626

carterjandrew.github.io

3015 Ash Ave, Boulder CO

## EDUCATION

<b>University of Colorado Boulder</b>	<b>Aug 2020-Apr 2025</b>
<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

<b>OnX Maps   Software Development Intern</b>	<b>May 2025-Aug 2025</b>
- Fully built a backend service responsible for all file imports for the OnX applications	
- Created feature for notifying users when they deviate from their route	
- Developed architecture that allows graceful handling of service outages without data loss	
- Built frontend demo for backend service incorporating new actionable error handling	

<b>Quadrant Health, ELLA   Lead software developer</b>	<b>Aug 2024-Present</b>
- Conducted extensive surveys and used feedback to iteratively design a complete application wireframe	
- Researched and built comprehensive database of medical panels, biometrics and other health forms	
- Developing HIPAA compliant mobile application allowing users to comprehensively track their medical information, see trends in their data, and learn related medical and health information	

<b>7D Imaging   Full Stack Software Developer</b>	<b>Jun 2024-Aug 2024</b>
- Rebuilt full stack web application allowing clients like Konica Minolta to digitize user manuals	
- Architected new declarative tech stack enabling portable, reproducible, and highly organized architecture	
- Drafted application wireframe and charter and presented solution to Konica Minolta representatives	

<b>The Nyagi Project   Technical Lead</b>	<b>Sep 2023-May 2024</b>
- Lead development 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	
- Received 1st place for Excellence in Design among all CU Boulder computer science capstone projects	

<b>Conservation Metrics   Software Development Intern</b>	<b>Apr 2019-Jul 2019 &amp; Apr 2020-Aug 2020</b>
- 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	
- Developed firmware for Audiomoth devices to improve timestamp tracking	
- Created multithreaded cli tool for extracting metadata from millions of Wildlife Acoustics files	

## LEADERSHIP EXPERIENCE

<b>Computer Science Club   Co-Founder</b>	<b>Sep 2018-Apr 2020</b>
- Coordinated with Intel to organize events between Telluride and Salesian High School, Eswatini	
- Organized weekly volunteering at local library, raised \$3000 of proceeds for Salesian High School	

<b>Colorado Fashion Club   Creative Lead</b>	<b>Sep 2022 - Apr 2022</b>
- Coordinated 22 club participants to host local fashion show Cyberia in collaboration with CU ROAM	

## Volunteer Experience

<b>Bozeman Bike Kitchen   Volunteer</b>	<b>32 Hours</b>
- Worked with donated bikes to either salvage parts or repair for donations or resale	

<b>Arizona Humane Society   Volunteer</b>	<b>21 Hours</b>
- Helped clean kennels, feed animals, do inventory, administer medications, and oversee visitations for adoption center and intensive care unit	