

Carter Andrew

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3015 Ash Ave, Boulder CO

EDUCATION

University of Colorado Boulder

Aug 2020-Apr 2025

Accelerated Masters of Science, Data Science and Machine Learning

GPA: 3.7/4.0

Bachelor of Science, Computer Science

GPA: 3.6/4.0

Engineering Leadership Certificate

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

- 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

Quadrant Health, ELLA | *Lead software developer*

Aug 2024-Present

- 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

7D Imaging | *Full Stack Software Developer*

Jun 2024-Aug 2024

- 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

The Nyagi Project | *Technical Lead*

Sep 2023-May 2024

- 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

Conservation Metrics | *Software Development Intern*

Apr 2019-Jul 2019 & Apr 2020-Aug 2020

- 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 Audomoth devices to improve timestamp tracking
- Created multithreaded CLI tool for extracting metadata from millions of Wildlife Acoustics files

LEADERSHIP EXPERIENCE

Computer Science Club | *Co-Founder*

Sep 2018-Apr 2020

- 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

Colorado Fashion Club | *Creative Lead*

Sep 2022 - Apr 2022

- Coordinated 22 club participants to host local fashion show Cyberia in collaboration with CU ROAM

VOLENTTEER EXPERIENCE

Bozeman Bike Kitchen | *Volunteer*

32 Hours

- Worked with donated bikes to either salvage parts or repair for donations or resale

Arizona Humane Society | *Volunteer*

21 Hours

- Helped clean kennels, feed animals, do inventory, administer medications, and oversee visitations for adoption center and intensive care unit