EVAN CARTER

www.evancarter.me evanrc@utexas.edu 682-560-6344



EDUCATION

The University of Texas at Austin

Bachelor of Science & Arts, Computer Science, December 2015 GPA: 3.0 Bachelor of Arts, Government, December 2015 GPA: 3.2

Relevant Coursework

Object Oriented Programs
Computer Architecture
Statistics and Probability
Operating Systems
Algorithms and Complexity
Multivariable Calculus
Data Management

EXPERIENCE

PriceWaterhouseCoopers, Dallas, TX

06/2015 - 08/2015

Web Development Intern

- Developed .NET MVC application for measuring Project Health, Market Statistics and Health
 - o C# backend controlling SQL Database
- Re-envisioned and Implemented new UI with the use of Javascript and CSS

PROJECTS

Jam (Python / Django) [evancarter.me/jam-out]

- MVC Django Web App for Featuring, Reviewing, Sharing, Rating, and Recommending Music
- SQLite Database modeling Relationship between Artists, Albums, Reviews, and User Profiles drafted from Spotify's API Model.
- Indexing on heavily searchable fields; Artist Name, Artist ID, Album Name, etc.
- Read-only API using Django's RESTful Framework for viewing Albums and Artist details.
- Deployed and hosted on Heroku

Voluntr (Swift)

- Location based volunteering app. Enabling Users to easily discover local Volunteer Events.
- Use of AllForGood Volunteering API to deliver opportunities in a variety of formats such as Map Views and Table Views.
- Creation of Profiles to store User interests and preferences of causes, organizations, and recurring events. Wrapped back end data for functionality within Application.
- Exporting Event Details to Calendars with EventKit.

Conway's Game of Life (C++)

- Creation of multiple cell types derived from virtual abstract cell type class.
- Policy Design Pattern development between Life Class and Cell Classes.
- Development of Cell wrapper class designed to manage Heap Memory.

SKILLS

Proficiencies: Java | C++ | Python SQL | CSS | HTML | SQLite | Unix | Linux | MS Office

Exposure to: C | C# | Swift / iOS Development | Javascript