






Carter Awbrey

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Education

GRADUATION: MAY 2025

B.S. Software Engineering / Iowa State University

- GPA: 3.41
- Dean's List for 5 Semesters Based on Academic Performance

Skills

- Android Applications utilizing the Android SDK
- Application development in .NET/C#
- Professional experience collaborating on team-based projects
- Personal Experience utilizing tools including React.js and Unity 3D
- Git Version control for projects
- Multiple languages including C/C++, C#, Java, Python, JS, and SQL.
- Databases including MySQL and MongoDB
- Foundational CS experience, with data structures, algorithms and OOP

Experience

MAY 2024 – PRESENT

Software Engineer / Athena GTX

- Developed and enhanced Android applications, including adding new features and fixing bugs
- Improved app performance and reliability through debugging and code optimization
- Contributed to server-side development using .NET for backend services
- Created and optimized embedded applications for Bluetooth-connected medical devices
- Gained experience in embedded system development
- Transitioned from intern to part-time Software Engineer based on strong performance

Projects

Soul Flame

- Singleplayer Puzzle Game with the Restriction of Having a Singular Light Source
- Developed using Unity 3D
- Created with a Team of 4 People
- Worked Primarily on Gameplay Coding
- 48-Hour Game-Making Competition
- Awarded 2nd Place in Competition

Quoridor

- Multiplayer Board Game Android App
- Included Server and Client Applications
- Worked Primarily on Client Android App
- Collaborated on a Team of 4 People
- Part of a project-based class
- Awarded Best Coder Award
- Our Team Won 2nd Place in the Class