Dylan Carter

dylanc.rter@gmail.com • (404) 313-3239 • linkedin.com/in/dylancarter • github.com/dylancrter

EDUCATION

The University of Georgia | **Athens, GA**

B.S. Computer Science | **GPA:** 3.86/4.00   **MAY 2025**

Relevant Courses: Data Structures, Computer Architecture, Software Engineering, Systems Programming, Data Mining, Computer Graphics, Capstone Design, Theory of Computing, Discrete Math, Calculus I-III, Applied Linear Algebra
Activities: Alpha Sigma Phi, Robotics Club, UGAHacks

PROFESSIONAL EXPERIENCE

Undergraduate Researcher | **The University of Georgia** | **Athens, GA.**   **August 2024 - Present**
- Received Fall 2024 CURO Research Scholarship for research on **machine learning applications in agriculture** with Dr. Jonathan Vance and his team of MS students.
- Working on a **Flask API** for deploying the machine learning model as well as a **Spring Boot REST API** for the backend of the web application.
- Serving as the "**Scrum Master**" by planning sprints and assigning tasks using **Jira**.

Software Development Intern | **Infor** | **Alpharetta, GA**   **Summer 2024**
- Created an end to end **computer vision proof of concept** for automating web and desktop activities within remote desktop applications using **Python, OpenCV, SQLite, and Roboflow**.
- **Improved unit testing for a REST API** by adding a working **testcontainers** proof of concept that enabled interaction with a containerized version of the database using **Java, Spring Boot, SQL Server, and Docker**.

PROJECTS

NASA Year on Psyche Simulation
- Working with NASA and ASU to create a fully interactive **simulation for the Psyche asteroid mission**.
- Having biweekly client meetings and creating an in-browser user experience with **React, Three.js, and Blender**.

GoodGreek
- Collaborated with a team of 4 at UGAHacks9 to create a web app that enabled **UGA greek organizations to post their upcoming philanthropy events** for other students to see.
- Implemented the REST API using **Java, Spring Boot, and MySQL**.

Cinema E-Booking System
- Worked with another team of 4 in my Software Engineering course to build a **comprehensive web app for cinema companies** looking to expand their digital capabilities.
- Features include authentication/authorization, payment processing, admin abilities, an email notification system, ticketing, seating, promotions, etc.
- Implemented the majority of the **Java, Spring Boot, and MySQL** backend.

TECHNICAL SKILLS

Languages: JavaScript, Python, Java, SQL, C, HTML/CSS
Libraries/Frameworks: Spring Boot, Node.js, Express, React, Three.js
Tools & Technologies: Git, PostgreSQL, MySQL, Linux/Unix, Jira