Hayden Carroll

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EDUCATION

Bachelor of Science in Computer Science   *Expected Graduation: December 2022*
University of Idaho

Associate of Science in Computer Science   *May 2021*
North Idaho College GPA: 3.85/4.0
- ○ Member of Phi Theta Kappa Honor Society (January 2020 - May 2021)

High School STEM Diploma   *May 2021*
North Idaho STEM Charter Academy GPA: 3.76/4.0

EXPERIENCE

Idaho Codes at North Idaho College   *June 2021 - July 2021*
Programming Mentor
- ○ Provided assistance to over a dozen middle school and high school students in the fundamentals of HTML, CSS, and JavaScript
- ○ Learned React.js on the job to teach it to students

NASA Artemis Lunar Lava Tube Competition   *February 2021 - June 2021*
Team Lead
- ○ Lead a team of 4 to create a rover to be tested at the competition
- ○ Used a variety of different technologies such as Python, C++, and Bash to create a controller for the rover, as well as a live video feed from the rover to the operator
- ○ Managed the budget of $2,000 paid for by the NASA Grant to spend on our project

ICPC Programming Competition   *March 2021*
Team Member
- ○ Participated on a college level programming team going up against the top universities in the Western United States
- ○ Utilized C++ and Python with my fellow team members to solve challenging problems

NASA ELaNa-19 Cubesat Team   *May 2018 - January 2020*
Web Development Lead
- ○ Created and maintained a website with HTML/CSS/JS in conjunction with my teammates for the project in which people from all over the world visited
- ○ Helped raise over $250,000 for the project to build and maintain the satellite

SKILLS

- ○ Python
- ○ C/C++
- ○ Git
- ○ JavaScript and React
- ○ HTML/CSS
- ○ Linux and Bash

PERSONAL PROJECTS

Out Of The Dark   *May 2020 - October 2020*
- ○ Out Of The Dark is a 2D top down maze game created by myself and one teammate for our Computer Science II class. Because our game was rather large in scope, I had to learn good strategies for organizing such a large code base.

Easy LC3 Editor   *May 2020*
- ○ The Easy LC3 Editor is an editor and interpreter for the LC-3 Assembly language created for my Computer Assembly class. Using Python, my partner and I created a fully-functioning GUI Text Editor, as well as an interpreter specifically for the LC-3 Assembly language.