

Juliet Maya Carpenter

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Education

University of Michigan, Ann Arbor – College of Engineering

September 2017 – May 2021

GPA: 3.118/4.00

B.S.E Computer Science

- Relevant Coursework: Data Structures and Algorithms, Computing for Computer Scientists, A Programming Language: Java, Underwater Vehicle Design, Discrete Mathematics, Introduction to Differential Equations
- Current Coursework: Introduction to Computer Organization, Introduction to Computer Security, Introduction to Statistics and Data Analysis

Work Experience

Board Member and Peer Mentor, Women in Science and Engineering Residence Program

Ann Arbor, MI

March 2018 – present

- Work with program leadership to develop and implement community-wide social and wellness programs
- Selected to return to program to mentor incoming freshmen by providing advice and support
- Plan interactive and engaging events to build relationships and foster a sense of community
- Actively participate in program events and activities with fellow members and mentors

Introduction to Computers and Programming Dormitory Study Group Leader

Ann Arbor, MI

July 2018 – December 2018

- Facilitated two-hour weekly study group to review material taught in lectures and answer student questions
- Encouraged a positive group dynamic to effectively aid in students' learning of MATLAB and C++

Web Intern, Higher Level Basketball Camp

Rockville, MD

August 2016 – January 2017

- Actively and independently developed and updated the Higher Level Basketball Camp website using PHP
- Monitored the efficiency and uploaded large sets of files to address the needs of the client

Webmaster Intern, Montgomery County Public Schools Web Services

Rockville, MD

June 2016 – August 2016

- Developed Montgomery County Public School websites, uploading CSS to style websites
- Implemented several hundred data files onto county website using HTML and provided jQuery program
- Edited and uploaded HTML, CSS, images, and files to be more adaptive and efficient
- Assisted with restoring documents and data that had been lost in a network malfunction

Other Experience

Underwater Vehicle Design – Engineering 100 Project Team

Ann Arbor, MI

January 2018 – April 2018

- Developed a remotely operated underwater vehicle and a submersible bathysphere prototype using knowledge of hydrodynamics, hydrostatics, statistics, and electronics
- Customized Arduino code on the control box to better suit the vehicle's unique thruster functions
- Worked effectively and efficiently with team members to meet deadlines and create a successful project

Course and Personal Projects

- Personal Website: portfolio website using Bootstrap, HTML, CSS, and JavaScript
- Budget Tracker: Android application in Java which tracks user-inputted transactions and associated data
- SillyQL: C++ implementation of SQL to process large data sets efficiently focusing on time constraints
- Euchre: C++ implementation of the card game handling multiple players and their hands via polymorphism

Skills

Languages: C++, Java, MATLAB, HTML, CSS, Swift, JavaScript, PHP

Software: Xcode, Git, IntelliJ, Arduino, Visual Studio, Dreamweaver, Illustrator, Photoshop, Microsoft Office

Activities

- MRun Member (Club Running at University of Michigan) September 2018 – present
- MiOS Member (iOS Development Club at University of Michigan) August 2017 – December 2017