

Logan Carter

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<https://github.com/logancarter>

Objective

A summer internship position that challenges me and allows me to constantly improve on my skills.

Education

University of California, Berkeley
Bachelor of Arts, Computer Science
May 2016

Select projects

Enigma Machine Simulator

Takes descriptions of initial configurations of an Enigma machine and encodes or decodes messages using a progressive substitution cipher in Java

JumpingCube

A two person board game based on KJumpingCube. A user can play against another person on the same computer, or an AI built using a minimax game tree

Graph API for Java and Trip Finder

A graph API for the Java language that includes breadth first, depth first, and A* search. I also made a trip finder that uses the API and takes in a map of roads to give GPS-like directions

Scheme Interpreter

An interpreter written in Python for a subset of the scheme language, including primitive, lambda, and user-defined procedures

Related Experience

Academic Intern (Summer 2013, Fall 2013)

A lab assistant for Computer Science 61A at UC Berkeley where I helped students with understanding and debugging their lab activities, projects, and homework

Skills and Technologies

Java 1.7, Python 3, C, BYOB, Unix, Scheme, JUnit, Emacs