

LOGAN MARIE CARTER

logmac@berkeley.edu | (415)672-2127 | github.com/logancarter | <http://logancarter.github.io>

OBJECTIVE

A software engineering internship for the Summer of 2015

EDUCATION

University of California, Berkeley: current Junior

Bachelor of Arts, Computer Science - 3.4 GPA

Courses:

- The Structure and Interpretation of Computer Programs
- Data Structures
- Machine Structures
- iOS Game Development
- Computer Graphics (in progress)
- Computer Networking (in progress)

SKILLS AND TECHNOLOGIES

Java, Python, C, BYOB, Unix, Scheme, JUnit, Emacs, MIPS

PROJECTS

Enigma Machine Simulator

- Takes descriptions of initial configurations of an Enigma machine
- Encodes or decodes these messages using a progressive substitution cipher
- Java

Connect Four Solver using MapReduce

- Solves large game trees for Connect-N using MapReduce on Amazon EC2
- C

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
- Java

Scheme Interpreter

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

Umbrella Girl

- An iOS game where the player attempts to move the character so that she dodges the objects flying at her
- Objective-C

RELATED EXPERIENCE

Intern at Pixiboard (November 2014-present)

- Currently helping maintain and enhance the software platform as well as assisting on new product development (Ruby on Rails)

Academic Intern (Summer 2013, Fall 2013, Fall 2014)

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