

Zoe Carver

(206) 859-1242 / zoec@zoecarver.com / [GitHub: @zoecarver](#)

Experience

Healthy School Buildings, Seattle - iOS & Full Stack Developer - Summer 2018

I worked as one of the main iOS developers at HSB and continue to work at HSB as a full stack developer. This job helped teach me valuable skills about working on a team with other people and how to program collaboratively.

Foundry 10, Seattle - Intern - Summer 2017

As an Intern at Foundry10, I helped build a multiplayer game.

Skills

- C++, C
- Swift, Objective-C (iOS Development)
- Command Line Tools
- Python, ML / Data Science
- C#, Game Development
- React-Native, Node.js, React, Redux, Express

Projects

Hive / [GitHub](#)

I built a toy compiler using the LLVM C++ API. The purpose of the language was to learn about the LLVM C++ API and learn about low-level computer programming and memory management.

libc++

I have made several commits to Apple's C++ standard library: libc++.

Robotics

I am the programming lead on Seattle Academy's varsity robotics team.

Swift Libraries

I have developed several swift libraries such as:

- [pointee](#), wrapper for pointers in swift.
- [JSONParser](#), a json parser that uses dynamic member lookups.
- [icons8](#), an UIImage wrapper for more than 12k icons.

Fly

I contributed to the fly.io open source edge application runtime.

YOLO

I re-implemented the yolo object detection network using keras and python.

Linux From Scratch

I built a Linux system from scratch (based on the book) and contributed to the automation of both Linux from scratch and beyond Linux from scratch.

Education

Seattle Academy, 10th Grade, GPA: 3.9