

Carter Shavitz

Patent Engineer

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Carter Shavitz brings a strong foundation in computer science to his role as a patent engineer at Foley.

Carter previously interned at Foley's Milwaukee office, where he designed and built three Recommender Systems using Scrum methodology and optimized the performance with Python and Hyperparameter tuning, resulting in a 10% improvement in prediction accuracy. Prior to Foley, Carter was a software engineering intern at Trading Technologies, enhancing user experience through REST API access and working with various technologies, including Python, Java, JavaScript, MySQL, AWS, HTML, and Shell scripting, while also developing DoS prevention techniques to strengthen platform security.

He is currently pursuing a master's degree in machine learning at the Milwaukee School of Engineering, with anticipated graduation in December 2025. As a computer science student, he led the development of the Photo Booth application for the ROSIE educational dashboard using Microsoft Azure, Python, and JavaScript. He also automated plan submission reviews by optimizing keyword identification, reducing customer wait time by two days. Additionally, he designed the architecture for a Wordle-like game and its variants, including Quardle, Numberle, and EvilWordle.

Practice Areas

- [Electronics](#)

Education

- Milwaukee School of Engineering (B.S., 2024)
 - Computer science
 - Minor, mathematics