

Caleb Bolton

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Objective

A software engineering internship for summer 2019.

Education

Bachelors of Science - Computer Science

University of California, Davis, expected 6/2020

GPA - 3.53 GPA

Relevant Coursework - Computer Graphics, Linear Algebra, Algorithm Design, Data Structures, Theory Computation, Programming Languages, Software and OO Programming, Machine Dependent Programming

Skills

Much Experience - C++, C#, C, JavaScript

Some Experience - Java, HTML, CSS

Libraries/tools - OpenGL, GitHub, Visual Studio, Windows Forms, Qt, P5

Work Experience

Information Technology Support Analyst

- Worked with others to handle user requests and technical difficulties ranging from dissecting computer hardware to editing websites to diagnosing and fixing obscure software bugs.
- Interacted with and helped users daily.

6/18 - ongoing

Projects

Bank

- Desktop application made with C# and Windows Forms
- Allows the user to record and tag their financial transactions allowing for later easy lookup
- Used many different Windows Forms controls, implemented file I/O and tag filtering systems

6/18 - ongoing

Bubble-Catch

- 2D game made with JavaScript and the P5 graphics library
- Player uses the keyboard to maneuver a paddle to catch incoming bubbles that are spawned with various speeds, formations, etc.

6/18 - ongoing