

# CAELUM FORDER

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## RECENT PROJECTS

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### **Balloon Engine:**

*Jun—2013 - present*

Currently creating an open-source, multiplayer-oriented game engine to provide both fine and coarse control over game development.

**Tools used:** Kotlin, OpenGL 4, GLSL 3.3, Ardor3D (a Java OpenGL binding).

#### **Current features:**

- custom reflection-based model format for adaptability, with Blender export script written in Python
- secure communication with padded RSA encryption and availability protection
- load and render textured 3d models with shader support.

### **Gazpacho:**

*Oct—2015 - present*

A time management and productivity tracking program based off a modified Pomodoro Technique.

Key differentiators from other Pomodoro Timers include planned Statistics and Weekly/Daily scheduling.

**Tools used:** Java, JavaFX, SceneBuilder.

#### **Current features:**

- reward system with separate scoring topics.

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## TECHNICAL PROFICIENCIES

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### **Languages**

Kotlin, Java, XML/HTML, JavaScript ES5 and ES6, CSS 3.

### **Text editors/IDEs**

IntelliJ IDEA, Atom, Notepad++, LibreOffice Writer.

### **Operating Systems**

Windows 8, 7, vista.

### **Other**

Blender, Firefox/Chrome/Opera/IE.

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## EDUCATION

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- Home and self educated, 2000 – present.
- UCC Munster Programming Training, 2013/2014.
- UCC Munster Programming Training Cycle 2, 2016/2017

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## EXPERIENCE

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### **Coderdojo**

*Volunteer mentor*

*2011 - present*

Taught HTML, JavaScript, CSS and Java at various levels, one-on-one and in class setting over 5 years, in 6 locations.

### **IBM**

*Untitled*

Worked with a UI team at IBM to develop an interface for an up-and-coming product using React and JS ES6.

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## INTERESTS

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Airsoft, Running, Computer Hardware, Competitive games(C&C, CS:GO), Space, Creative outlets(Programming, Sandbox games, Image editing).