Caleb Bolton

Dublin, CA · calbolt22@gmail.com · (209) 743-4774 · linkedin.com/in/caleb-bolton/

Experience

Veeva   Pleasanton, CA
Software Engineer   Aug 2020 - Present

- Use Swift and Objective-C to write customer facing features
- Develop real-time remote presentation viewing feature using websockets
- Use MVVM and protocol based development to write unit testable code
- Integrate and use several CocoaPod libraries
- Implement features that save customers' money and retain customer licenses
- Enhance and modify Xcode build configuration and build phases
- Present good Swift unit testing strategies to iOS team

UC Davis   Davis, CA
Game Developer   Jul 2019 - Jun 2020

- Assemble a student development team of seven by recruiting, reviewing resumes, conducting interviews, and selecting candidates
- Design an educational video game that teaches engineering students needs-finding, research, and other skills
- Use Unity, C#, and Git to prototype game systems and write up systems documentation

School Projects

Down? *Swift, Xcode, UIKit, Firebase, Git*   https://github.com/ECS189E/project-f19-down
A social networking app that helps friends find time to hang out

R.I.P *Unity, C#, Git*   https://www.youtube.com/watch?v=lx1-ISlhUis
A desktop platformer game

Skills

Languages:	Swift, Objective-C, Python, JavaScript, Regex
Tools:	Xcode, Git, Visual Studio, Unity, Jira
iOS:	UIKit, SwiftUI, MVVM, Combine, Framework/Library integration

Education

UC Davis   Davis, CA
BS Computer Science *GPA: 3.7 - Dean's List*   Aug 2016 - Jun 2020