

# Caleb Addison

Software Engineer

Gulfport, Mississippi  
caleb.addi.77@gmail.com

Portfolio:

<https://calebaddi.github.io/addicoding/>

## EXPERIENCE :

### Gameplay Programmer — Once Lost Games (Volunteer)

February 2023 - PRESENT

- Build and refine the combat system for WR
- Implement and design the water systems and fluid physics for the game
- Help implement and design the weather system for WR
- Fix bugs and any other issues that we face during development

### Software Engineer — Ocean Aero

November 2022 - August 2023

- Worked on the Full Stack Development of the GUI
- Helped with Data Labeling and Machine Learning
- Created simulations using UE5 to take Semantic Segmentation Images for Deep Learning and used them to train our AI
- Helped with mission planning for on water testing

### Software Engineer — Freelance

June 2021 - November 2022

- Designed and developed client websites for various fields and industries
- Properly utilized data structures, algorithms, design layouts, and workflow for best user experience
- Effectively problem solved errors and tested code

### Information Technology Assistant — Menorah Life

October 2021 - June 2022

- Solved technical issues involving software and hardware
- Set up VMs for running in house servers
- Professionally and mindfully worked in a medical environment with confidential records and information

## EDUCATION :

### Southwest Mississippi Community College

August 2016 - May 2018

Computer Science - Network+ Certification

## SKILLS :

C#

C++

JavaScript

Python

PHP

MySQL

Django

Node.js

React

Svelte

Laravel

Git/GitHub

Docker

Linux

Unreal Engine

Unity