

Caleb Addison

Software Engineer

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

Portfolio:

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

EXPERIENCE :

Gameplay Programmer — Once Lost Games (Wayward Realms)

February 2023 - PRESENT

- Help build and refine the combat system for Wayward Realms
- Implement and develop the water systems and fluid physics for the game
- Implement and develop the weather system for Wayward Realms
- Work on the optimization of the game to prevent GPU/CPU limitations
- Implement and develop the stream loading system to keep heavy processing off the project game thread
- Fix bugs and any other issues that we face during development
- Mentor junior developers on proper programming practices for UE5 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
- Developed various games for clients according to their specifications in Unity/Unreal Engine

EDUCATION :

Southwest Mississippi Community College

August 2016 - May 2018

Computer Science - Network+ Certification

SKILLS :

C#

C++

JavaScript

Python

PHP

MySQL

Django

Node.js

React

Laravel

Git/GitHub

Docker

Linux

Unreal Engine

Unity

Godot