Caleb Addison

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

Experience

Once Lost Games – Gameplay Programmer (Contract)

February 2023 - June 2024

- Performed bug fixes and tested code for efficiency and performance
- Led programmer meetings and mentored junior programmers
- Built gameplay systems and improved upon existing ones utilizing C++ and Blueprints in Unreal Engine
- Committed 300+ times to the project on GitLab

Ocean Aero - Software Engineer

November 2022 - July 2023

- Worked on the full stack development of the GUI utilizing Laravel, JavaScript, PHP, and MySQL
- Helped developed the TRITON's Al using Python
- Created simulations using Unreal Engine to take semantic segmentation images for deep learning and used them to train the AI
- Assisted with mission planning for on-water testing of the AUSV
- Installed and configured Linux systems, along with upgrades and maintenance

Projects

Once Lost Games – September Build Project (C++ and Blueprints)

July 2023 – September 2023

- Completed a vast checklist of over 30 vital bug fixes and code optimizations to ensure smooth, playable gameplay
- Collaborated with other programmers to problem solve difficult issues
- Implemented the first big revision of the water system and the first initial setup of the weather system that works in tandem with the water and cosmology systems

Personal Game Project – The White Pages (C++ and Blueprints)

March 2024 - Present

- Constructed modular interact system
- Developed advanced AI using behavioral trees
- Developed advanced mechanics for player character
- Created an enemy AI that uses sight and sound to locate player character

Ardenfall - Ardenfall Demo (C#)

September 2023 - January 2024

- Performed bug fixes to improve gameplay performance in Unity
- Contributed to improving the leveling system and dialogue system
- Fixed bugs in the stamina system
- Playtested the build to ensure quality gameplay performance for the latest update on Steam

Education

Southwest Mississippi Community College

August 2016 - May 2018