Caleb Standfield

Salt Lake City, UT

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Education

University of Utah <div align="right">Salt Lake City, UT</div>

Bachelor of Science in Computer Science | Minor in Japanese | Undergraduate Certificate in Data Science

Expected Graduation: December 2026: GPA: 3.702

Relevant Coursework: Software Practice I & II, Data Structures, Algorithms, Computer Organization, Discrete Mathematics, Linear Algebra, Data Mining, NLP | Computer Systems, ML, Artifical Intelligence - (Spring 2026)

Technical Skills

Languages: Rust, C++, C#, Python, Java, TypeScript, HTML, CSS

Frameworks & Tools: Next.js, React, Flutter, TailwindCSS, PostgreSQL, PyTorch, Git, VS Code, JetBrains IDEs, Qt Creator, LaTeX, Blazor, Docker

Specialties: Backend Development, Full-Stack Engineering, Concurrency, API Design, Data Structures, Machine Learning Integration

Projects

Workout & Calorie Tracking App - (In Progress) <div align="right">Oct 2025 - Present</div>

- *Rust (Backend) · Flutter (Frontend) · PostgreSQL*
- Full-stack app for workout logging, calorie tracking, and nutrition history.
- Building RESTful API in Rust for speed, safety, and secure user authentication.
- Integrating Flutter frontend with live data sync and cross-platform support.
- AI chatbox integration for user guidance and support.
- Implementing social features allowing users to add friends, view shared workouts, and compare progress.

Blackjack Engine with AI Opponents — *C++ / Qt Creator* <div align="right">Mar 2025 - Apr 2025</div>

- Developed from scratch a complete blackjack game engine.
- Added fully AI opponents to give life and challenge to the game.
- Worked with a team of 6 with agile development and daily scrum meetings.
- Demonstrated OOP design, event handling, and game state - finite state management.

Multithreaded Web Server — *Rust* <div align="right">Sep 2025 - Dec 2025</div>

- Implemented custom HTTP server from scratch using concurrency primitives.
- Added thread pooling, asynchronous I/O, and minimal-latency file serving.
- Used Rust for hands on experience with low level systems design and performance optimizations.

Microsoft Excel Clone — *C#* <div align="right">Sep 2024 - Nov 2024</div>

- Recreated spreadsheet functionality with formula parsing and dependency graphs.
- Implemented practices of pair programming as well driver navigator diciplined programming
- Built event-driven recalculation system with custom rendering pipeline.

Snake Game Clone — *C#* <div align="right">Nov 2024 – Dec 2024</div>

- Recreated the Snake game using the MVC architecture with server hosting and client-side rendering.
- Built a custom webserver to manage global leaderboards and individual player scores.

Portfolio Website — *Next.js / TypeScript / TailwindCSS* <div align="right">Oct 2024 – Nov 2025</div>

- Developed a responsive, animated personal portfolio with custom canvas visuals.
- Optimized for performance, accessibility, and minimalistic design principles.
- Gained end-to-end experience in full deployment and product delivery.

Pixelify — Image-to-Pixel Art Converter — *Rust, WebAssembly, React* <div align="right">Nov 2025 - Present</div>

- Building a Rust image-processing library to downscale, quantize, and transform images into pixel-art sprites.
- Compiled the core engine to WebAssembly and integrated frontend for real-time browser processing.
- Docker-based development workflow and shared Rust workspace used by both CLI and web versions.

Certifications

Certified Member, **National Society of Leadership and Success (NSLS)**