

# Elijah Potter

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## Education

### **University of Utah**

*B.S. Computer Science, GPA: 3.9*

Salt Lake City, UT

August 2023 - Present

- Coursework: Database Systems, Programming Languages, Computer Systems, Data Analysis, Data Structures
- Member of the Dean's List for the John and Marcia Price College of Engineering

## Experience

### **Software Engineer Intern**

*Calldrip*

May 2025 – Present

- Rebuilt the company website, modernizing the layout and styling through updated HTML and CSS
- Contributed to Scrum-based development cycles, including sprint planning and code reviews
- Assisted with improving PHP-based web services using Docker on Linux

## Projects

### **Sprite Editor** | C++, QMake, Qt | [GitHub](#)

- Developed a desktop application for creating and animating pixel art using Qt
- Co-designed and implemented backend systems for sprite creation, storage, and retrieval
- Built an interactive UI supporting real-time animation previews and standard drawing tools
- Led a small team, coordinating development tasks and resolving technical disagreements

### **Brewing Simulator** | C++, QMake, Qt | [GitHub](#)

- Built an educational Qt application simulating brewing methods from various regions
- Designed and implemented a structured navigation and state-management system to enhance user flow
- Integrated a physics-based simulation to increase realism and interactivity
- Led team development by defining architecture, coordinating tasks, and maintaining design consistency

### **Snake Game Clone** | C#, HTML, CSS, JavaScript, .NET | [GitHub](#)

- Developed a multiplayer Snake game using C# and the .NET framework, supporting human and AI players
- Architected a client-server networking model enabling real-time gameplay across multiple connections
- Implemented a clean Model-View architecture to enforce separation of concerns
- Implemented an autonomous AI client to join multiplayer and single-player sessions

### **More Shearable Mobs** | Java, Gradle, Fabric, Blockbench | [GitHub](#)

- Developed a Fabric-based Minecraft mod that overhauls resource acquisition and alters core progression mechanics
- Reverse-engineered and worked extensively with Mojang's codebase to integrate custom data systems
- Designed and implemented a modular backend following Mojang's architectural and naming conventions
- Hand-designed textures for use in-game, implemented using Mojang's rendering and frontend APIs

## Technical Skills

**Languages:** Java, C#, Python, JavaScript, HTML, CSS, C/C++, SQL, Shplait/Racket

**Frameworks & Libraries:** .NET, Qt, Junit, NumPy, pandas

**Systems & Concepts:** Object-Oriented Programming, Client-Server Architecture, Multithreading, Networking, State Management

**Developer Tools:** Linux, Docker, Git, GDB, QMake, Gradle, VS Code/Visual Studio, IntelliJ IDEA

**Databases:** SQL, Relational Databases

**Testing & Quality:** Unit Testing, Debugging, Code Reviews

**Development Practices:** Agile/Scrum, Version Control, Containerized Development