Elijah Potter

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Education

University of Utah — Salt Lake City, UT

B.S. Computer Science, GPA: 3.9 — *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 — May 2025 – Present

Calldrip
- 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