Caleb Stromberg

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Objective: Looking for an entry-level development position to get a foothold in the software industry that can leverage my mathematical and coding background.

Education:

Master of Science in Mathematics
Western Washington University, 2020—2022. Graduated June 2022

Bachelor of Science in Mathematics, magna cum laude
Western Washington University, 2016—2020. Graduated June 2020

Employment:

2020—2022 Graduate Teaching Assistant - Western Washington University
Responsible for instructing and assessing undergraduate math students in introductory courses. Experienced with both remote and in-person instruction.

2017—2020 Math Fellow - Western Washington University
At Western Washington University, the Mathematics Center is staffed by the Math Fellows, a group of students who are hired to offer tutoring in math subjects including calculus, linear algebra, statistics, and differential equations.

Technologies: Competent with Java, Python, Unity, Github, LaTeX, MATLAB, Javascript, Mathematica, NodeJS, C++, and Lua.

Projects and Experience:

Amateur Game Development
I have created small games in several development environments. This includes taking a 20 hour 2D Unity course from GameDev.tv, making a procedurally generated roguelike in Python, and creating the backbone of a browser-based RPG in pure Javascript. More information about these projects, including playable demos, can be found by clicking here.

WWU Graduate Project — Sieve Methods
As a graduate project for WWU's Master's program I studied a branch of number theory called sieve theory, in which the goal is to estimate the size of sets of positive integers, generally to obtain bounds on counts of primes. My studies focused on the sieve of Eratosthenes-Legendre and Selberg's sieve.

Extracurricular Activities:

Thheedle
From 2018 to 2020 I worked on a website called thheedle.com with a classmate. While this project initially began as a joking answer to the question "what if we created a fake company," thheedle.com came into its own as we learned the fundamentals of CSS, HTML and Javascript to create the site from scratch. Throughout the project I learned basic web design principles. The website can be visited here.

Under the name Thheedle, a classmate and I developed a tool to generate class schedules for WWU students, due to the inefficiency of the university's given class scheduler. Written in Java, the program uses Apache HttpComponents to pull data from WWU's Classfinder system, parses the data, and uses a recursive algorithm to generate desirable schedules.

Advent of Code
In 2020 and 2021 I participated in, and completed, Advent of Code, a virtual advent calendar with coding challenges that slowly ramp up in difficulty over the course of the month. I used Java, Python, or pen and paper to solve each problem.

Putnam Competition
I participated in the William Lowell Putnam Mathematical Competition in 2019 and earned a score of 13 points, earning me a ranking of 807.5 out of 3428 students nationwide.