

## **Caleb Turner**

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### **Summary:**

I am a dedicated and self-taught programmer with 9 years of experience in software development, game development, machine learning, and embedded systems. Currently pursuing a Bachelor's in Computer Science with a minor in Physics at Miami University where I hope to enter a combined Master's program. I am passionate about solving complex problems, collaborating in team environments, and continuously learning emerging technologies.

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### **Education:**

#### **Miami University, Oxford, OH**

*Bachelor's in Computer Science & Minor in Physics (August 2023 - Present)*

- Simultaneously pursuing a Bachelor's and minor in Physics, expecting to graduate within three years, four with Master's Degree in Computer Science.
- Relevant coursework: Programming Logic, Data Structures, Algorithms, Software Engineering, Machine Learning.

#### **Lakeland Community College, Kirtland, OH**

*Associate of Science (August 2021 - May 2023)*

- Completed through the College Credit Plus (CCP) program.
- With a science focus on Chemistry and Physics.

#### **Madison High School, Madison, OH**

*High School Honors Diploma (August 2019 - May 2023)*

- Graduated with an honors diploma, balancing high school and college-level coursework.

## **Professional Experiences:**

### **Computer Lab Assistant**

Miami University, Oxford, OH | November 2023 - Present

- Assist students in resolving technical issues with hardware and software in computer labs.
  - Provide guidance on programming concepts and troubleshooting techniques for students.
  - Maintain lab resources and ensure smooth operations for student use.
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## **Extracurriculars:**

### **Institute of Electrical and Electronics Engineers (IEEE), Miami University**

Member | September 2023 - Present

- Participate in hands-on projects to develop expertise in Arduino systems and embedded technologies.
- Collaborate with club members to design and implement innovative solutions.

### **Robotics Club, Miami University, Madison High School**

Member | 2023-2024

- Contributed to various robotics projects, including battle bot programming in high school.

### **Congressional App Challenge**

Participant | 2019-2021

- Worked on 3 apps for the Congressional App Challenge where me and my team made apps to promote learning and environmental sustainability.
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## **Personal Projects:**

### **Game Development**

- Developed multiple games with friends over several years, collaborating on gameplay mechanics, asset integration, and multiplayer functionality.
- We made games in Unity and JavaScript for both PC / Mobile and Browser / Web Games.

## Neural Network Systems

- Created several machine learning models using Python, focusing on small-scale neural networks for pattern recognition and data analysis.
- Made topologically evolving NN and SNN from the ground up in C++, which has the ability to learn through basic NEAT algorithms.

## Arduino Projects

- Designed wireless-controlled miniature rovers using Arduino and implemented remote piloting features.
  - Developed various Arduino-based systems, including IoT projects and automation tools.
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## Skills:

- **Programming Languages:** Python, C, C++, C#, Java, JavaScript, Node.js, Lua, HTML, CSS
- **Software & Tools:** Unity, Arduino, Git, Eclipse, Visual Solutions
- **Technical Skills:** AI/ML programming, Embedded systems, Game development, General backend development
- **Soft Skills:** Problem-solving, Project management, Teamwork, Data analysis