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Caleb Katzenstein

SKILLS

- SteamVR
- Javascript
- C#
- C/C++
- Unity Engine
- React

EXPERIENCE

Software Engineer Co-op, 08/2019-12/2019
Honeywell Intelligrated - Mason, Ohio

Developed VR Simulations for training and real-time visualization. Automated processes to reduce time creating simulations from months to a couple of days.

Technical Intern - SAS Drive, 05/2019-08/2019
SAS - Cary, North Carolina

Used the OpenUI5 framework (Javascript). Implemented the Preview PDF feature. Fixed various defects by collaborating with a dedicated testing team and senior developers.

Overnight Instructor, 06/2018 to 08/2018
iD Tech Camps - Manhattanville College - Harrison, NY

Taught courses teaching game development in Unreal Engine and Roblox, as well as 3D modeling in Autodesk Maya and Cinematics in Unreal Engine. Assisted with day to day operations of camp, supervised overnight campers.

Hackathon Coach, 07/2017 to 07/2017
Albert Einstein College of Medicine - New York, NY

Advised participants on creating game related answers to the question, "Can we hack the fountain of youth?"

EDUCATION

Rochester Institute of Technology, Rochester, NY — *Game Design and Development B.S.*

End Date: December 2020
Dean's List Fall 2016 to Fall 2019
GPA: 3.82/4.0

PROJECTS

GIF Finder

Used The Giphy API to fetch gifs based on search terms. Built with React.js and react-bootstrap.