CALEB BENNETTS
Software Engineer

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PROJECTS

Sign Language Interpreter
- Machine Learning application that processes video of a user signing into a camera that translates ASL phrases into English phrases
- Javascript, React, NodeJs, ExpressJs, Python, Flask, GCP

Momentous
- Social media application that allows users to create an account and post photos with captions, follow friends, like and comment on posts all while storing information in a MySQL Database
- HTML, CSS, PHP, MySQL

Chess Game
- Fully working chess game meant to be played in browser. The game has a working timer, displays possible moves, and a section that displays captured pawns
- Javascript, HTML, CSS

WORK EXPERIENCE

Automated Phone Call Service Design (Freelance)
📅 September 2021 - May 2022   📍 Remote

- Assist in development and design of IVRs for insurance companies to increase efficiency and productivity
- Handle and process user information securely to provide correct responses (JSON)

RELEVANT COURSES

Database Systems
Machine Learning
Software Engineering
Compilers
Data Structures
Data Science
Interdisciplinary Collaborations

CAREER OBJECTIVES

To secure a software engineering position that allows me to leverage my strong background in computer science and problem-solving skills to design and develop efficient and effective software systems

EDUCATION

B.S.
Computer Science
University of Kansas
August 2018 - May 2023
Lawrence, KS

SKILLS

Strong: C++, Python, Javascript, React, HTML/ CSS, MySQL

Familiar: MongoDB, Express, NodeJS, Haskell, C, Next.js, postgres, Vercel, Firebase, GCP