

## EDUCATION

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**Carleton College** (Fall 2010 - Present) **Northfield, MN**  
• **Major:** Computer Science, B.A. Candidate for June 2014  
• **Cumulative GPA:** 3.06    **Major GPA:** 3.39 (plus 2 independent studies)

## WORK EXPERIENCE

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**Cloud Corps** (<http://cloudcorps.io>) **Seattle, WA**  
*Founder* *June 2013 – September 2013*

- Developed a charitable botnet with Go, Python, Javascript and various SaaS and PaaS offerings

**Consumer Media Network** (<http://cmn.com>) **Seattle, WA**  
*Contractor, Business Intelligence* *June 2013 – September 2013*

- Wrote in-house tools to inform business decisions using MongoDB, MySQL, RethinkDB, D3 and NodeJS

**Carleton College Computer Science Department** **Northfield, MN**  
*Lab Assistant* *September 2012 – April 2013*

- Supported students for all CS classes taught at Carleton

*Student Prefect* *September 2011 – June 2013*

- Planned and lead weekly peer-learning review sessions for *Data Structures* (CS 2)
- Created highly visual assignments to strengthen students' intuition (<http://caldercoalson.com/CS201>)
- Assisted professor in handling student questions in class and during labs

*Student Grader* *January 2011 – June 2011*

- Graded assignments for *Introduction to Computer Science* and *Data Structures* (CS 1&2)

## PROJECTS

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- Codeveloped a digital maven (<https://drvaguelove.com>)
- Created a nearly universal BNF parser (<http://caldercoalson.com/0mNom.js/demo>)
- Cowrote a Scheme interpreter (<https://bitbucket.org/calder/cs-251>)
- Wrote a genetic programming language / framework (<http://caldercoalson.com/elf>)
- Ported and maintained the Mac build of a C++ GUI library (<https://www.ohloh.net/p/MyGUI>)
- Authored a C++ threading, messaging and serialization library (<http://caldercoalson.com/appcore>)
- Created the plugin repository for the game Vendetta Online (<http://voupr.com>)
- Designed, developed and sold 3000+ copies of a small Mac App (<https://itunes.apple.com/us/app/decelerate/id449448909>)

## LANGUAGES & TECHNOLOGIES

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- **Languages (Advanced):** C++, Java, Javascript, Python
- **Languages (Intermediate):** Bash, C, C#, Go, HTML/CSS, Julia, L<sup>A</sup>T<sub>E</sub>X, Lisp (Scheme), Lua, Objective-C, Prolog, Ruby, SQL
- **Technologies:** Cocoa, D3, Flask, Linux, Mac OS X, Meteor, MongoDB, MySQL, NodeJS, OpenGL