CALEB HARRISON

(256) 452-9303 \$\display \text{calebh1@uab.edu} \$\display \text{linkedin.com/in/calebharrison0/}\$

EDUCATION

University of Alabama at Birmingham

August 2023

Bachelor's in Computer Science & STEM Education with Honors

GPA: 4.0/4.0

Relevant Coursework: Mobile Application Development, Algorithms and Data Structures, Object-Oriented Programming, Computer Organization/Assembly, Introduction to Computer Science in Python, and Discrete Mathematics

EXPERIENCE

Information Technology Intern BLOX

January 2021 - Present

Birmingham, AL

- Assist with the development of related solutions originating from our applications development team
- Manage standard IT issues through the designated ticketing process and decreasing backlog by 75%+
- · Document and reengineer processes to streamline work, increase efficiency, and reduce manual efforts

Founder & President Harrison Solutions

May 2020 - Present

Oxford, AL

• Launched a technology solutions company to provide application and web development to consumers

- Built 11 high-quality, interactive websites for businesses and professionals across 5 states in 2020
- Worked directly with 20+ clients to debug or re-engineer their existing website or company software

$\begin{array}{c} \textbf{Digital Behavior Analyst} \\ \textit{LearnSafe} \end{array}$

September 2020 - May 2021

Birmingham, AL (Remote)

• Analyze student's computer behavior to prevent suicide and other issues using innovative software

- Document issues in a refined format to report to appropriate authorities and ensure digital safety
- Independently monitor 2 public school districts consisting of 9 schools with 8,200+ students remotely

Quality Assurance Software Tester Intern Aegis Foundry

January 2020 - April 2020

Birmingham, AL

- Manually acceptance tested multi-tiered system software and SQL relational databases to pinpoint bugs
- Created a regression testing plan documenting all potential test cases for all features of the software
- Collaborated with other developers in an Agile environment to report bugs and refine problem-solving

PROJECTS

Tap Wars - Swift

February 2021 - Present

https://apps.apple.com/us/app/tap-wars/id1553009159

- Developed a multiplayer mobile game designed to test your tap speed against your friends and family
- Received 275+ downloads in the first month of release with all 5/5 star reviews on the iOS App Store

Covid Tempo - Python, Streamlit, APIs

September 2020

https://github.com/caleb-harrison/Covid-TEMPO

- Calculates positive case rate for a selected state in the U.S. using CovidTracking API and linear math
- Displays a song that correlates to the case rate by the tempo/BPM of the song using Spotify API
- · Implemented using Python, Streamlit, Coronavirus API, and deployed using Amazon Web Services

TECHNICAL SKILLS

 ${\bf Languages} \hspace{1.5cm} {\rm Swift, \, Python, \, Kotlin, \, Java, \, C, \, HTML, \, CSS, \, Racket, \, LaTeX}$

Technologies Git/Github, AWS, Agile/Scrum workflow, Unix/Linux, SQL Databases

Design Object-Oriented Design, Algorithms, Functional & Linear Programming