

CALEB HARRISON

UNDERGRADUATE STUDENT

INFO

ADDRESS

1508 Rockview Circle, Weaver, AL,
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EMAIL

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SKILLS

Python

● ● ● ● ● ○

Java

● ● ● ○ ○

JavaScript

● ● ○ ○ ○

Graphic Design

● ● ● ● ○

Leadership

● ● ● ● ●

Adaptability

● ● ● ● ●

HOBBIES

Soccer, Writing, Solving
Rubik's Cubes, Exploring

LINKS

[LinkedIn](#)

[GitHub](#)

PROFILE

A second-year, highly motivated, Computer Science undergraduate student at The University of Alabama at Birmingham. I am seeking opportunities to further my growth and to leave a positive mark on the world in any way that I can.

EMPLOYMENT HISTORY

Quality Assurance Tester, Aegis Foundry

Birmingham, AL

Jan 2020 — Present

- I helped create a regression document for the company's SmartPOS system from beginning to end.
- My daily tasks were to find bugs, work through the document, and report those bugs in a refined format to the developers.

Laborer, Phillips Construction Company

Oxford, AL

May 2018 — Aug 2019

- My job was to do whatever was asked of me. I served as a friendly, hardworking, and punctual employee.

EDUCATION

Bachelor of Computer Science, University of Alabama at Birmingham

Aug 2019 — May 2023

- **GPA:** 4.0/4.0, President's List (2/2 semesters), Honors College Student, Collegiate Honors Scholarship Recipient
- **Relevant Coursework:** Introduction to Computer Science in Python, Object Oriented Programming with Java, Discrete Structures, and Inquiry Approaches to Teaching

PROJECTS

Construction Services Website

Anniston, AL

Feb 2019 — Present

I created a website for a new contracting business using Squarespace and HTML injection. I also designed all of the company's branding (logos, banners, promotions, etc.) using Adobe Photoshop, Illustrator, and After Effects. [See more.](#)

Tetris

Birmingham, AL

Mar 2020 — Present

Using Java Swing, Java Graphics2D, and Java AWT, I created a version of Tetris including a GUI and various listeners. I am currently working on scoring. What started as a school project to draw a Tetris block turned into a full-blow implementation of the game—in my own style. [See more.](#)