

CALEB HARRISON

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SUMMARY

An ambitious, detail-oriented Computer Science undergraduate seeking software engineering internship opportunities to further my knowledge in technology and to leave a positive mark on this world.

EDUCATION

University of Alabama at Birmingham **2019 - Expected 2022**
Bachelor of Science in Computer Science & STEM Education Minor **GPA: 4.0/4.0**

Awards: President's List (4/4 semesters), Collegiate Honors Scholarship Recipient

Activities & Affiliations: Honors College, Association of Computing Machinery

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

EXPERIENCE

Digital Behavior Analyst **September 2020 - Present**
LearnSafe *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

Founder & President **May 2020 - Present**
Harrison Solutions *Oxford, AL*

- Launched a technology solutions company to provide web development and more to consumers
- Built 11 high-quality responsive websites for businesses and professionals across 5 states this year using Django, Python, HTML, CSS, Streamlit, AWS, Heroku, SquareSpace, and other various frameworks.
- Worked directly with 20+ clients to debug or re-engineer their existing website or company software

Quality Assurance Software Tester Intern **January 2020 - April 2020**
Aegis Foundry *Birmingham, AL*

- Contributed to implementing new features to point of sale distributed system using Python and C#
- 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

Covid Tempo - Python, Streamlit, APIs **September 2020 - Present**
<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, 2 APIs, JSON, CSS, and deployed using Amazon Web Services

Game of Life - C **March 2020 - April 2020**
<https://github.com/caleb-harrison/Game-Of-Life>

- Pair programmed Conway's Game of Life using C with professor to research cellular automaton
- Simulated multiple Turing computational machines and demonstrated low-level artificial intelligence

TECHNICAL SKILLS

Languages	Python (Django, Pandas, Numpy), Java, C, HTML, CSS, Racket, LaTeX
Technologies	Git/Github, Heroku, AWS, Agile workflow, Unix/Linux, SQL Databases
Design	Object-Oriented Design, Algorithms, Functional & Linear Programming