CALEB HARRISON

UNDERGRADUATE COMPUTER SCIENCE STUDENT ⦁ BIRMINGHAM, AL ⦁ (256) 452-9303

DETAILS

Birmingham, AL
(256) 452-9303
calebh1@uab.edu

SKILLS

Python

Java

Graphic Design

Leadership

Adaptability

EXTRA CURRICULAR

UAB Computational Machinery
Journaling
Soccer
Speed Solving Rubik's Cubes
Travelling

LINKS

LinkedIn

GitHub

Hosted Resume

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

Digital Behavior Analyst at LearnSafe, Birmingham, AL
September 2020 — Present

Monitor elementary, middle, and high school student's behavior on computers looking for bullying, self-harm, harm to others, predatory grooming and access to inappropriate content.

Reviewing and analyzing captured issues for numerous school districts across the South East and reporting them to appropriate authorities and help resolve the threat.

Founder at Harrison Solutions, Oxford, AL
May 2020 — Present

Founded a local technology solutions company to provide web development and design, graphic design, company branding and rebranding, and any other technology assistance.

QA Software Tester Intern at Aegis Foundry, Birmingham, AL
January 2020 — April 2020

Prior to being let go due to COVID-19, I helped create a regression document for the company's 'SmartPOS' system assiduously. My daily tasks were to work through the regression document, search for bugs, and report those bugs in a refined format to the developers.

Laborer at Phillips Construction Company, Oxford, AL
May 2018 — August 2019

My job was to do anything asked of me, typically consisting of carrying large materials, building homes, and other manual labor. I served as a friendly, hardworking, and punctual employee.

EDUCATION

Bachelor of Computer Science, University of Alabama at Birmingham
August 2019 — May 2023

- **GPA:** 4.0/4.0, President's List (3/3 semesters), Honors College Student, Collegiate Honors Scholarship Recipient
- **Minor:** STEM Education
- **Relevant Coursework:** Introduction to Computer Science in Python, Object Oriented Programming, Discrete Structures, Algorithms and Data Structures, and Inquiry Approaches to Teaching

PROJECTS

Tetris
March 2020 — April 2020

Using Java Swing, Java Graphics2D, and Java AWT, I created a version of Tetris including a GUI and various listeners. 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..

REFERENCES

References available upon request