

CALEB LANDIS

Full Stack Developer

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📍 Pleasant Grove, UT

🌐 github.com/caleb765landis

EDUCATION

Bachelor's of Arts

Applied Computer Science

Minor in Game Design &
Development

Indiana University Purdue
University Indianapolis

📅 August 2020 - July 2023

📍 Indianapolis, IN

🎓 GPA: 3.288

Awards

- Jaguar Excellence Award

Relevant courses

- Data Structures and Algorithms
- Principles of Software Design
- Server-Side Programming for the Web
- Advanced Database Programming with Oracle
- Client-Side Web Programming
- Intermediate Game Design & Development

SKILLS

Hard Skills

- Advanced: C++, Java, Javascript, SQL, Swift, HTML, CSS, Unix, Git, Unity
- Familiar: Python, PHP, C#, React, NEXT.js, Bootstrap, jQuery, Unreal Engine, Godot

Soft Skills

- Strong Problem Solving, Effective Communication, Excellent Organization, Fast Learning, Helpful Teamwork, Thoughtful Leadership

WORK EXPERIENCE

Computing II Lab Instructor

Indiana University - Purdue University Indianapolis

📅 January 2023 - May 2023

📍 Indianapolis, IN

- Instructed over 50 students through weekly lab sessions and office hours.
- Taught important computer science languages, skills, and concepts such as C++, Java, object-oriented programming, data structures, and Big O Notation.

Computing I Lab Instructor

Indiana University - Purdue University Indianapolis

📅 August 2022 - December 2022

📍 Indianapolis, IN

- Instructed over 50 students through weekly lab sessions and office hours.
- Taught basic computer science skills and concepts such as binary arithmetic, logic gates, programming with Python, and simple web development with HTML, CSS, Bottle, and SQLite.

Fundamentals of Web Development Teaching Assistant

Indiana University - Purdue University Indianapolis

📅 August 2022 - December 2022

📍 Indianapolis, IN

- Graded weekly programming lab assignments for 40+ students.
- Taught fundamental web development skills and concepts such as site creation using HTML5 & CSS, basic JavaScript, wireframes, site maps, testing, and validation.

PROJECTS

Full Stack iOS App

IUPUI Computer Science Capstone

- Built a native mobile app for iOS that allows users to catalogue and organize their video game libraries.
- Used a backend framework for Swift called Vapor to develop a server-side module that handles a RESTful API for data management through a local MongoDB database.
- Used SwiftUI to develop a functional client-side application that handles HTTP requests to the server-side module.
- Utilized the IGDB API to fetch information on ~250,000 games.

Top-Down Shooter Developed in Unity

Programmer

- Worked with 4 other game designers to create a top-down shooter developed with the Unity game engine.
- Programmed character movement, attacks, animations, enemy AI, pickups, and level events using C#.

Calculator Demonstrating Software Design Principles

📅 September 2018 - May 2021

- Designed and developed a command-line calculator application in C++ that demonstrates 8 crucial software design patterns.
- Created 30+ classes and managed their compilation by using a makefile.