

CALEB CARITHERS

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education:

Purdue University
BS Mechanical Engineering
Minor in Electronic Art
3.77/4.0

Grad: Aug. 2019

experience:

C Design Lab Undergraduate Researcher

June '17-'19

Co-led development on StoryMakAR, a platform for virtual physical interactions through storytelling, prototyping, and augmented reality, consisting of a hardware/electronics toolkit and software application. Responsible for developing the pairing and communication between application and IoT devices, constructing the UI, and designing + prototyping foldable cardboard toys. Built in Unity.

Co-Author of *Toying With Design: Experiencing Design for Rapid Prototyping Using Mini-Fabrication Exercises (IDETC/CIE 2018)*

Was part of collaborative teams working on projects in human centered design as well as skill transfer in rapid prototyping.

GreyMob Design

Designed brand specific vector graphics for GreyHouse Coffee. Explored graphic design in a studio setting under the supervision of a managing designer.

projects:

PaintHead (Online Interactive Exhibition)

Interactive online exhibition framed as a social analysis on the user's own comfort within the space they are viewing, while delivering a personal interjection on identity. As the user scrolls through the gallery and screams, the true meaning of the project is revealed through moving text and objects. Built using p5.js.

bloonNoise (Physical Interactive Installation)

Experimenting with unconventional interaction, the user is prompted to touch the ribbons of balloons that are embedded with sensors. Once a ribbon is touched, a sound is triggered which causes an on-screen particle system to react. Built using OpenFrameworks + Arduino.

Nebula (Music Video/Web Game)

Currently building an interactive experience for the song "Nebula" by musician Admiral Raddis. Designed sprites invoking Super Mario Bros. + Minecraft aesthetic. Introduces a new interaction in music video design, allowing the audience to interact with the world displayed. Built in Unity with C#. Deployed on the web.

technical skills:

Languages:

Python, Javascript, C, C#, HTML & CSS, Processing/p5.js, OpenFrameworks

Software:

Adobe Creative Suite, Unity, SolidWorks, CATIA, Keyshot, LabVIEW

Other:

Arduino, Raspberry Pi, Additive/Subtractive Manufacturing, DFMA