

CALEB GEBREMESKEL

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EDUCATION

Kennesaw State University

Bachelors of Computer Science - GPA - 3.9/4.0

August 2023 – December 2025

Marietta, Georgia

RELEVANT COURSEWORK

- | | | | |
|-------------------------|---------------------------------|--------------------------------|----------------------------------|
| • Algorithmic Analysis | • Concepts of Programming Lang. | • Data Structures & Algorithms | • Software Architecture & Design |
| • Computer Organization | • Data Communications | • Database Systems | • Software Engineering |
| • Cryptography | • Data Mining | • Operating Systems | |

INTERNSHIPS

Gwinnett County

June 2023

IT Business Solutions Intern

Lawrenceville, Georgia

- Utilized Microsoft tools such as Power Apps, Power Automate, and SharePoint to create a form used internally throughout different departments within Gwinnett County
- Streamlined process of choosing optimal application by using user-entered data

Georgia Gwinnett College

September 2021 – November 2021

Computational Neuroscience Intern

Lawrenceville, Georgia

- Revamped Python code that converts CSV files into an SWC file imported into a neuron modeling program (NEURON)
- Enabled NEURON to completely map out neuron connections to ultimately achieve experimentation on this neuron model for epilepsy research
- Facilitated completion of research; presented at 31st Annual Computational Neuroscience Meeting in Melbourne, Australia

TECHNICAL SKILLS

Languages: Java, C#, JavaScript, HTML/CSS, Python

Tools & Platforms: Unity

PROJECTS

Solo Indie Developer of "RollingHigh" 📁 | C#, Unity

May 2023 - August 2024

- Developed and published complete Android game currently on Google Play Store
- Combines ball rolling physics and unpredictable, tilting, and shape shifting platforms to form an endless runner game where players roll a ball forward while avoiding spawning obstacles
- Key Functional Aspects:
 - * Extensive menu system (home screen, settings screen, difficulty select, pause screen, etc.)
 - * Diverse in-game store (skins, ball abilities, upgrades)
 - * Robust/scalable data saving system for saving purchases and player data
 - * Monetization aspects such as in-app purchases via Play Store and advertisements through Unity Ads
 - * Detailed tutorial explaining gameplay