Caleb Getahun

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EDUCATION

Duke University — *Bachelor of Science*   Durham, NC
Major in Computer Science, Minor in Mathematics   Aug 2018 - May 2022
Activities & Awards: ICPC North American Finalist, HackDuke Outreach Team Lead, David M. Rubenstein Scholar
Coursework: Algorithms, Computer Architecture, Operating Systems, Software Design, Discrete Math, iOS Programming, Computational Methods, Linear Algebra, Ordinary & Partial Differential Equations, Probability

EXPERIENCE

Goodlight.ai   New York, NY
Lead Engineer (Co-Founder)   Apr 2024 - Mar 2025
• Engineered distributed media pipeline (Django, React, GCP) to generate NeRF-based 3D assets from video input.
• Optimized 3D rendering in browsers using Three.js/WebGL, balancing quality and real-time performance.
• Developed scalable backend services for asset storage, compression, and Shopify integration, cutting costs by ~6.5x.

LinkedIn Corporation   Sunnyvale, CA
Software Engineer   Aug 2022 – Apr 2024
• Designed **Scala/SQL** pipelines analyzing **3M+** data points, driving insights into feature velocity across orgs.
• Rolled out dependency injection in **~25%** of iOS codebase, increasing modularity and test coverage.
• Built Jira extension to auto-track on-call tickets, cutting ticketing and resolution time by **15%.**
• Developed **Objective-C tooling** for GraphQL migration of iOS codebase supporting core platform (**1.2B+ users).**

Software Engineering Intern   May 2021 – Aug 2021
• Redesigned internal iOS feedback tool used by **5,000+** employees in Swift/Objective-C.
• Collaborated with product designers and A/B tested UX redesign, improving usability and sentiment.

Duke Office of Information Technology (OIT)   Durham, NC
Software Engineering Intern   May 2020 - Aug 2020
• Built an immersive **iOS** augmented reality app using **ARKit** + **SceneKit** for **1,000+** Duke basketball campus visitors.
• Developed AR basketball in-game experience; collaborated with Adobe-sponsored team on UI/UX and feature list.

Duke University   Durham, NC
Teaching Assistant & Peer Tutor   Sep 2019 – Dec 2021
• TA for iOS Programming; Peer Tutored Data Structures & Algorithms, Linear Algebra & Differential Equations.

PROJECTS

Rubik's Cube Solver — *Full Stack, Multi-Platform*   🔗 GitHub
• Engineered multi-platform Rubik's Cube solver with iOS frontend, CLI client, and **FastAPI** backend on **GCP.**
• Used **OpenCV** for face detection/color mapping and Kociemba's algorithm to compute solutions in **~1.6s**.

Bias Detection in Media Sources — *NLP Group Research Project*   🔗 GitHub
• Built Python NLP pipeline using **Word2Vec**, **GPT**, and sentiment analysis to classify political bias in news articles.
• Trained **TensorFlow** models; co-authored research paper on media bias and language generation.

SKILLS

Programming Languages	Swift, Objective-C, Python, Java, Scala, SQL, JavaScript
Frameworks & Tools	FastAPI, Firebase, React, Xcode, Spark, Tableau, OpenCV, ARKit, Git
Core Competencies	Backend APIs, iOS Development, Data Analysis, Computer Vision, Distributed Systems