Name: Caleb Smith
Address: 68310 Verano Rd Cathedral City, CA 92234 United States
Phone: +1 (928) 420-3989
Email: calebsmth54@gmail.com
Skype: calebsmth54
LinkedIn: /in/calebsmth54
Portfolio: https://calebsmth54.github.io/

Summary

A self-taught game programmer looking to work with and learn from a team of experienced developers.

Skills

Languages:	Strong Knowledge of C++, Java, Javascript
Programming:	Knowledge of Game Engine Architecture, Design Patterns, Algorithms and Data Structures
Tools:	Microsoft Visual Studio, Unreal Engine 4, Source Engine, Perforce, Jira
Other:	3D Math, Team Leadership

Work Experience

Waden Kane Studios   *Game Programmer*   *May 2016 to Present*
  ○ Prototype, refactor and debug core C++ gameplay code
  ○ Work with artists to implement art assets into game and give advice on technical best practices
  ○ Participate in regular meetings to demonstrate new features and gather feedback from colleagues
  ○ Manage company Perforce repository

Web Development Contracting   *Contract Web Designer/Developer*   *August 2016 to Present*
  ○ Develop easy to use content pipeline for other developers
  ○ Maintain website template across multiple platforms, including WordPress
  ○ Research and implement technologies for large scale website operation

Education

Arizona State University   **Tempe, Arizona US**
Film and Media Production   2012 to 2016
Computer Science   2015 to 2016

Favorite Games/Misc Hobbies

Games:	*Half-Life 2, The Witcher 3, Vampire: The Masquerade, Dota 2, Crusader Kings 2, Soma*
Tabletop:	*Betrayal at House on the Hill, Settlers of Catan, Eldritch Horror, Netrunner, Chess*
Misc:	*Screenwriting and Film production*