Caleb Bergen
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Objective: To secure a full stack development position where I can bring my expertise in software engineering to develop great products that benefit users and companies. As an experienced software developer, I am passionate about creating innovative solutions that deliver optimal user experiences and value to businesses.

Technical Skills:
- **Languages:** Java, Kotlin, React, HTML5, CSS, JavaScript, TypeScript, jQuery, Bootstrap, Tailwind, Python, C++, C, Firebase, MongoDB, NodeJS, Various AI image classification models, JSON
- **Development Tools:** Android Studio, Visual Studio Code, Figma, Git
- **Platforms:** Ubuntu, Elementary OS, Windows 7, Windows 10, Window 11, MacOS

Education:
University of Massachusetts Lowell, Lowell MA   *December 2022*
- Bachelor of Science: Computer Science
- Dean's List, GPA: 3.29
- Relevant Coursework: Mobile App Development 1, GUI 1 & 2, Computing for Health and Medicine, Effective functional programming languages, Software engineering 1

Project Experience:
Pantry Pilot   *Jan 2023 - Feb 2023*
- Developed a full stack CRUD app using the MERN (MongoDB, Express, React, Node.js) stack.
- Designed and implemented a user interface to allow users to add, edit, and delete items from their fridge inventory and view their expiration dates.
- Integrated React for frontend development, building reusable and modular components. Applied CSS and Bootstrap for styling and responsiveness for a clean and efficient user-friendly interface.
- Implemented functionality to recommend recipes based on the items in a user's fridge inventory, utilizing third-party APIs for recipe data.
- Tested and debugged code using modern debugging tools and frameworks, ensuring the app's reliability.

Get It Done Gamified To-Do List   *Jan 2022 – May 2022*
https://github.com/ccb1139/Get-it-Done-Gamified-to-do-list
- Technologies used include HTML5, CSS, JavaScript, React Library, Firebase
- Assisted in development of custom backend functionality using Firebase, including user authentication and data storage, resulting in improved security and user experience.
- Implemented a fully mobile capable single page GUI using React and Bootstrap, designed to improve user experience and accessibility.
- Created an achievement and badge system designed to keep users engaged through in-app incentives and rewards.

Fitness Planning App   *Sep 2021 – Dec 2021*
- Developed a multi-screen Fitness tracking android app that allows users to create custom workout plans and tracks user progress.
- Implemented a GUI with wide compatibility across android devices and screen sizes.

Work Experience:
Instructor, CodeWizardsHQ   *May 2022-Present*
- Educated k-12 students based off the CodeWizHQ curriculum and the S.P.I.C.E (Storytelling, Positivity, Interactivity, Control, Excitement) teaching model.
- Subjects taught include Intro to programming, Python, Java, Scratch, HTML, CSS, JavaScript, Roblox Studio, and Minecraft among other subjects.

Information Technology Intern, University of Massachusetts Lowell   *Summer 2021*
- Responsible for setting up and installing computer systems in preparation for an upcoming semester.
- Assisted in securing computer infrastructure after significant computer security breach.
- Experience working with computer podiums in a classroom setting, including setting up and troubleshooting hardware and software issues, and providing technical support to students and teachers.