

# Caleb Copley

Atlanta, GA 30318 | ccopley7@gatech.edu | (706) 231-6035 | www.linkedin.com/in/caleb-copley-98818b340

## EDUCATION

**Georgia Institute of Technology (GT)**, Atlanta, GA

December 2027

GPA: 4.00/4.00

*Bachelor of Computer Science and Minor in Mathematics*

Concentration Threads: Modeling/Simulation and Media

**Augusta University (AU)**, Augusta, GA

August 2023 - December 2024

*Bachelor of Computer Science*

Zell Miller Scholarship, Lillian P and Rattner Scholarship

Dean's List Fall 2023, Spring 2024, and Fall 2024

## TECHNICAL SKILLS

**Programming Languages:** Python, C#, Java

**Software:** Weebly, Unity, Excel, MATLAB, GitHub

## RELEVANT COURSEWORK

Object-Oriented Programming, Multivariable Calculus, Statistics and Probability, Public Speaking, Discrete Mathematics, Principles of Computer Programming, Linear Algebra, Scripting and Automation, Data Structures and Algorithms, Applied Combinatorics, Objects and Design, and Foundations of Math Proofs

## PROJECTS

**Email Scrapper**, *Individual Effort*

August 2023 – November 2023

- Developed a Python script which scraped emails for important details and organized them neatly
- Designed an extension which automatically took retrieved data and created events on a Google Calander

**Humanities Website**, *Web Designer and Team Leader*

January 2024 – May 2024

- Led a team of peers in an effort to compile our creative portfolios onto a website
- Designed the website's style and functionality with Weebly to ensure an appealing presentation

**Electronic ARTrium**, *Visual and Sound Design Team Member and Creative Ideation Team*

January 2025 - Present

- Worked to complete an immersive exhibit called Bee My Guide that was showcased to hundreds of families
- Oversaw the implementation of three high-quality animated narrators to replace any faulty animatronics through Unity
- Compiling research about current gaming technologies to better create realistic and lofty goals for our next project

**Mourning Brew**, *Video Game Developer*

January 2025 – May 2025

- Developing a small indie game as a member of the Georgia Tech Video Game Development Club
- Implementing smooth animations and user interface through Unity
- Designing a rhythm based mini game to enhance the overall gaming experience

## EXPERIENCE

**Math Instructor**, **Mathnasium**, Evans, GA

May 2023 – December 2024

- Utilized a variety of mathematical teaching methods to ensure students from 2<sup>nd</sup> to 12<sup>th</sup> grade were able to succeed
- Trained incoming instructors on administrative processes, instructional methods, and student interactions
- Organized incoming records in a mass database, simplifying the structure of information and increasing productivity

**Teaching Assistant**, **Augusta University**, Augusta, GA

August 2024 – December 2024

- Graded a multitude of college level code for syntax and readability to thoroughly monitor progress of students
- Utilized a deep understanding of coding principles to simplify complex topics and ensure the understanding of students

## LEADERSHIP AND COMMUNITY INVOLVEMENT

**Central Savannah River Area Home Education Association Beta Club**, *Active Member*

August 2019 – May 2024

- Participated in projects dedicated to serving the immediate community of Augusta, GA
- Worked in a team setting to fulfill tasks such as cleaning, providing services for people in need, and fundraising

**Together at Warren Ministries**, *Youth Leader*

May 2019 – December 2024

- Oversaw of room of special needs students and led them in productive and safe activities
- Worked one on one with students and ensured their needs were met at Warren Baptist Church

## ADDITIONAL SKILLS AND INTERESTS

**Interests:** Board Games, Game Design and Design Principles, Video Games, Movies, and Puzzles

**Current Student Organizations:** GT Honors Program, Video Game Dev Club, Transfer Student Association, Board Game Club

**Career Competencies:** Teaching, Public Speaking, Organization, and Management