CALEB HOLLAND

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TECHNICAL SKILLS

- Programming**:** Java, C#, HTML/CSS (Certified), JavaScript, React, MATLAB, C (Fall 2023), Assembly (Fall 2023), R
- Tools: Eclipse, Visual Studio, GitHub, Postman, Microsoft Office Suite (Word, Outlook, Excel).
- Graphic Design: Photoshop, Illustrator, Blender, Unreal Engine 5.

PROFESSIONAL EXPERIENCE

WEBMASTER, UNIVERSITY OF MARYLAND CLUB RUNNING   MARCH 2023 – PRESENT
- Currently overhauling the website, converting from PHP and cPanel to JavaScript and React
- Implemented cost efficient hosting solutions, reducing spending on the website by 75%
- Serving on the club's board of officers for a 9-month term, helping manage resources, planning future events.

ASSISTANT TO THE ASSOCIATE DIRECTOR, A. JAMES CLARK SCHOOL OF ENGINEERING   SEPTEMBER 2022 - PRESENT
- Assisting with laboratory renovations across 16 buildings in the engineering school.
- Updating and digitizing over 1500 Graduate Student records for the 2022-2023 Catalog.
- Developed project management forms using VBA and Excel to organize construction projects across all 16 buildings in the engineering school, as well as 2 new buildings.

GRAPHIC DESIGN INTERN, SOCIETY FOR LEUKOCYTE BIOLOGY   MAY 2021 – AUGUST 2021
- Wrote a 20-page Summer Newsletter composed of interviews, awards, ads, etc.
- Created 3 banners for 2023 summer meetings and events.
- Assisted in the tech support for a series of 15 lectures from various researchers.

EDUCATION

B.S. COMPUTER SCIENCE, UNIVERSITY OF MARYLAND, COLLEGE PARK   EXPECTED MAY 2026
- Coursework: Calculus I/II, Object Oriented Programming I/II, Linear Algebra, Computer Systems (Fall 2023), Discrete Structures (Fall 2023), Python for Data Science (Fall 2023), Applied Statistics and Probability (Fall 2023) Algorithms (Spring 2024), Programming Languages (Spring 2024).
- GPA: 3.7, Spring 2023 Dean's List

PROJECTS

STRAVA ACTIVITY DESCRIPTION UPDATER
- Python script that makes use of the Strava API to update my most recent activity descriptions with captions of my choice. Hosted on PythonAnywhere, updating every hour.

NETWORK BASED GAME CONTROLLER
- Allowed users to control their computer with their phone with a less than 10ms latency.
- Scripting in C# using Unity's framework.

PERSONAL WEBSITE
- Built a personal website to showcase my skills and talents. Built using React.js, Hosted via Vercel.

ASTEROIDS GAME
- **Classic** Asteroids game implemented in Java 8, using the JavaFX library to develop a GUI for the application.