

CALEB HOLLAND

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TECHNICAL SKILLS

- Programming: Java, C#, JavaScript, C, Assembly, Python, HTML/CSS, VBA, MATLAB, R.
- Frameworks/Libraries: JavaFX, JUnit, React, .NET, Node.js, REST APIs, Tailwind CSS, Unity.
- Miscellaneous: Linux, Unix, Eclipse, Visual Studio, Terminal, GitHub, Postman, Excel, Photoshop, Blender, NPM.

PROFESSIONAL EXPERIENCE

INCOMING TECHNOLOGY INTERN, PNC BANK

MAY 2024 – START

- Currently transitioning into 1 of 4 areas (Cybersecurity, Software Engineering, Tech Ops, and Data Analytics)

WEBMASTER, UNIVERSITY OF MARYLAND CLUB RUNNING

MAR 2023 – DEC 2023

- Overhauled the website, converting from PHP to JavaScript, React, and Tailwind CSS.
- Implemented cost-effective hosting solutions, reducing spending on the website by 85%.
- Served on the club's board of officers for a 9-month term, helping manage resources for 100+ members.

ASSISTANT TO THE ASSOCIATE DIRECTOR, A. JAMES CLARK SCHOOL OF ENGINEERING

AUG 2022 – AUG 2023

- Developed a project management form using VBA and Excel to organize ongoing construction projects.
- Performed data collection on airborne particles, collecting 120+ samples in a class 1000 cleanroom.
- Digitized and maintained over 1500 Graduate Student records for the 2022-2023 catalog.

GRAPHIC DESIGN AND AV INTERN, SOCIETY FOR LEUKOCYTE BIOLOGY

MAY 2021 – AUG 2021

- Created a 20-page Summer Newsletter composed of interviews, awards, ads, etc.
- Designed 3 banners to advertise SLB's summer 2023 schedule of meetings and events.
- Assisted in the tech support for a series of 15 lectures from various researchers from across the world.

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, Discrete Structures, Applied Statistics and Probability, Algorithms (Spring 24'), Programming Languages (Spring 24'). GPA: 3.66/4.0

PROJECTS

MOBILE ROLE-PLAYING GAME - ONGOING

- Scripting with Unity's .NET framework, applying OOP principles with C# to create a mobile application.
- Developed the UI, Cloud Saving system by serializing a dictionary to JSON, and an XOR encryption algorithm.
- Organized a diverse team of 5 students to work on Music, User Interface, Gameplay Mechanics, and Artwork.

AUTOMATED STRAVA ACTIVITY DESCRIPTION UPDATER + NODE.JS WEBHOOK

- JavaScript automation script that uses Node.js webhooks and the Strava API, saving 30+ minutes per week.
- Updates my most recent activity with a random description within 2 seconds of receiving a POST request.
- Used Postman to understand the principles of API development.

PERSONAL WEBSITE

- Built a personal portfolio using response web design principles with JavaScript, React, HTML/CSS, and Tailwind
- SSL web hosting with Vercel, Learned Google Search Console to improve Search Engine Optimization (SEO)

NETWORK BASED GAME CONTROLLER

- Co-created a mobile app that utilizes TCP socket servers to connect a mobile app to a desktop application.
- Scripting in C# using Unity's framework. Built a simple asteroids game to test the mobile controller.