

RUBEN VINCENT CALEB

Software Developer

Potchefstroom, North West

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SUMMARY

Self-driven software developer with a strong foundation in Python, C++, React.js, and mathematical modeling. I build real systems — data tools, interactive web apps, and prototypes — and back them with solid reasoning, clean architecture, and practical problem-solving. Comfortable working across the stack, digging into analytics, and optimizing anything that slows me down. Always learning, always shipping.

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, TypeScript, HTML/CSS

Frontend: React.js, Tailwind CSS, Framer Motion

Data & Analytics: MATLAB, NumPy, SciPy, Matplotlib, Probability & Statistics

Tools: Git, GitHub, VS Code, SFML, Canvas API, Web Workers

Other: Debugging, System Design, Data Visualization, Version Control

PROJECTS

Crash Multiplier Analyzer

Python · NumPy · SciPy · Matplotlib · GitHub

- Built a statistical modeling tool to analyze crash multiplier datasets using real probability distributions.
- Implemented Exponential, Lognormal, Gamma, Weibull, and Pareto distribution fitting.
- Evaluated models using AIC/BIC to determine best-fit statistical behavior.
- Produced clear visualizations for model comparison and performance interpretation.
- Maintained clean versioning and reproducibility through GitHub.
- Repo: <https://github.com/klabruben3/crash-distribution-analyzer>

Developer Portfolio Web App

React.js · TypeScript · Tailwind · Framer Motion · Canvas API · Web Workers

- Designed and built an interactive, animation-heavy portfolio optimized for performance and responsiveness.
 - Engineered smooth motion effects, scroll interactions, and modular UI components.
 - Used Web Workers + Canvas API to generate high-performance background visuals without lag.
 - Structured the app using reusable patterns and TypeScript for strong type safety.
 - Live: <https://klabruben3.github.io/devfolio.rv-caleb/>
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EXPERIENCE

Independent Software Projects | 2022 – Present

- Developed tools and apps across data analysis, web development, and system prototyping.
- Built multiple C++/SFML games using object-oriented patterns.
- Leveraged AI tools to speed up debugging, design, and iteration cycles.

Buhle Bezwe ECD — Administrative & IT Support | 2023 – 2025

- Created and maintained admission and reporting systems using Microsoft Word and PowerPoint.
 - Produced funding reports and presentations through optimized Microsoft Office workflows.
 - Improved document generation speed by 40% through template and process automation.
 - Delivered IT troubleshooting and hardware/software support to maintain seamless operations.
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EDUCATION

North-West University - BSc Computer Science & Mathematics (In Progress)

Certificate

- Mahareng Secondary School — Matric (2021)
 - MATLAB
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Available on request.