Caleb Barger
Software Developer

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Experience

Data Engineer at Lightcast, Moscow ID   May 2021 - Present
Responsibilities:
- Develop and maintain extractors, classifiers, and the data pipelines to support them.
- Research the most effective solutions to text extraction and classification problems.
- Optimize solutions for maximal document per second per core throughput.

Top Down Shooter / Game engine   August 2021 - Present
- Full game engine and shooter, written from scratch. (C++, OpenGL)

Education

Bloom Institute of Technology, Remote   January 2020 - March 2021
Full Stack Web Development & Computer Science (intensive)
- Fundamentals of Computer Science (Python)
- Frontend applications in (React, Redux)
- Backend systems with (Java, Spring, Postgres)

Key Skill Areas

- C/C++
- Systems programming on Linux, including working knowledge of virtual memory, optimizing for cacheline performance, and using the perf toolkit.
- Working knowledge of linear algebra
- Algorithms and data structures.
- Debugging with GDB.
- AWS S3, EC2, Athena.