

KEVIN CALDWELL

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ABOUT

Passionate about solving problems through technology and engineering, with expertise in Python, C#, Lua, and Java, as well as hands-on experience working with engines and mechanical systems. Skilled in 3D modeling and game development, contributing to projects on platforms like Roblox. Beyond software, I bring strong engineering interests, e.g. building track cars, rebuilding classic boats, and designing a go-kart completely from scratch. Experienced in customer service, mechanical repair, and 3D design, combining technical proficiency, creativity, and collaborative skills to deliver results across diverse roles.

EDUCATION

Queen's University – Biomedical Computing BSc

2024-2025

TECHNICAL SKILLS

- **Front-End:** HTML5, CSS, JavaScript
- **Back-End:** Python, C#, Java, Lua
- **Software:** C4D/Blender, Microsoft Office 365, Adobe Cloud, MATLAB, SolidWorks (*In Progress*)

WORK EXPERIENCE

Location's Service Provider

YYZ Productions

Toronto, ON

June 2025 – Present

- Coordinated on-site logistics by preparing, setting up, and securing film production locations to meet operational requirements.
- Collaborated with production teams, crew members, and vendors to ensure smooth daily operations and timely execution of shoots.
- Managed equipment setup, power distribution, and site safety compliance (OSHA Standards) to maintain efficient and hazard-free work environments.
- Provided responsive support to cast and crew by resolving on-site issues quickly, enhancing productivity and overall production quality.

Apprentice Mechanic

Volunteer / Assistant

Toronto, ON

September 2022 – August 2025

- Diagnosing and resolving challenging engine, transmission, and electrical issues using diagnostic tools and logical troubleshooting processes.
- Repairing and maintaining critical vehicle systems, including brakes, suspension, and HVAC systems.
- Conducted Maintenance tasks, including oil changes, brake inspections, tire rotations, **servicing 10+ vehicles a week.**

Developer

Freelance

Toronto, ON

March 2020 – January 2025

- Collaborated with different teams, including designers and animators to implement game mechanics, features, and UI/UX elements.
- Optimized performance by fine-tuning scripts, assets, and shaders to ensure smooth gameplay across multiple platforms.
- Utilized C4D/Blender to create and optimize assets for games or projects.

Aircraft Mechanic - Co-op Student

Island Air Flight School

Toronto, ON

August 2022 – June 2024

- Following instructions and tasks given from team lead, and mechanic in charge.
- Completing work by following maintenance task cards and manuals.
- Complying with company policies, procedures, and standards.
- Maintenance performed on: Cessna 150, 172, and 182.

PROJECT EXPERIENCE

Go-Kart Build (In Progress)*Personal Project*

Toronto, ON

June 2025 – Present

- Designing chassis and components in SolidWorks with full CAD modeling and preliminary stress analysis.
- Producing engineering blueprints, assembly drawings, and fabrication cut lists.
- Planning MIG welding of chassis and structural components to meet safety and strength requirements.
- Developing wiring diagrams for ignition, battery, and auxiliary systems.
- Integrating drivetrain, braking, and steering systems with iterative improvements for ergonomics and weight distribution.

1989 AE-21 Hydrostream (Canadian Edition) Rebuild (In Progress)*Personal Project*

Toronto, ON

June 2025 – Present

- Assessing rotted deck and planning reinforcement of hull structure with marine-grade materials.
- Designing replacement deck sections with fiberglass layup and resin bonding techniques.
- Preparing repair schematics and documentation for structural reinforcement and component reinstallation.
- Outlining electrical rewiring plans for gauges, lighting, and auxiliary systems.
- Applying engineering and fabrication skills to complete a rebuild typically valued at \$15,000, executing work independently with significant cost savings.

Digital Instrument Cluster (In Progress)*Personal Project*

Kingston, ON

November 2024 – Present

- Prototyping a digital display using Python, PyGame, and CAN BUS libraries to interpret vehicle sensor data.
- Designing interface elements in Photoshop and Blender for customizable visual themes.
- Planning integration with TFT displays, Raspberry Pi, CAN HAT, and analog-to-digital converters.
- Maintaining a pipeline of **25+ interested early users** by showcasing prototype features and customization options.

HONOURS & INVOLVEMENT

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|------------------------------------|----------------------------------|
| ▪ Ontario Scholar | Silverthorn Collegiate Institute |
| ▪ Honour Roll | - |
| ▪ Subject Proficiency Award | - |
| ▪ Trade Skills Ontario Competition | - |
| ▪ QHacks – Hackathon | Queen's University |
| ▪ Queen's E-Sports (Valorant) | - |

LICENSE'S & CERTIFICATIONS*Google Cloud Skills Boost -- Certification*

November 2024

- Data Engineering, Big Data, and Machine Learning on GCP Specialization

OSHA Ministry of Labour, Training and Skills Development – Certification

June 2025

- Worker Health and Safety Awareness

Certified Ontario "G" Driver's License

April 2025

REFERENCES AVAILABLE UPON REQUEST