

LOGAN CALDER

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EDUCATION

Santa Clara University

September 2022 - June 2026

Bachelor's, Computer Science

- Relevant Coursework & Achievements: Dean's Scholarship Recipient, Operating Systems, Theory of Algorithms, Compiler Construction, Design & Implementation of Programming Languages

PROFESSIONAL EXPERIENCE

Self Employed

Private Tutor

August 2020 - Present

- Taught AP Calculus AB, Trig. Honors & Algebra 2 to high school and college students, focusing on lessons and test preparation.
- Consistently improved students' exam scores by up to a 40%, with average exam score of A- across subjects in Math and CS

Santa Clara University

Santa Clara, CA, USA

Undergraduate Research Assistant

October 2023 - January 2025

- Optimized Total Least Squares Dense and Sparse sketching in RandBLAS using OpenMP and PAPI for performance analysis.
- Automated large-scale matrix computations across multi-threaded environments on Santa Clara University's Wave HPC, optimizing thread mapping and allocation to achieve efficient runtime performance.
- Visualized performance trends with Plotly.JS and Dashing, identifying optimal configurations for workloads.

Hewlett Packard Enterprise

San Jose, CA, USA

Software Engineering Intern

June 2024 - September 2024

- Implemented Python-based debug API using OpenAPI for automated retrieval of device tunnel and routing data
- Collaborated on Kubernetes-based microservices with secure API authentication and registration using API Gateway.
- Developed a full-stack web application (HTML, CSS, JS) to display debug data in an intuitive UI, saving engineers and customer service teams 50+ hours in troubleshooting.

Hewlett Packard Enterprise

San Jose, CA, USA

Software Engineering Intern

June 2023 - October 2023

- Improved debugging processes by transitioning from manual JSON scraping to targeted data fetching via user-friendly UI.
- Delivered a scalable solution used by over 100 engineers and QA staff to diagnose issues for corporate clients, handling over 1 million tunnels and 100K routes in SDWAN networks.
- Optimized backend database by eliminating duplicate entries, reducing memory usage by up to 80%, and improving API configurations for efficient debugging workflows.

PROJECTS & OUTSIDE EXPERIENCE

Medi-Vision

Santa Clara, CA, USA

Lead Architect & Developer

May 2024 - Present

- Developed AR software for Microsoft HoloLens 2 using Unity and OpenAI API to display summarized patient data
- Integrated OpenAI API for real-time language translation, aiding EMTs in language barriers
- Designed interactive checklist displaying local county protocols and procedures, permitting EMTs to follow treatment progress
- Officiated partnership with Santa Clara County Fire & EMTs to field test and design headset.

Christian Ministry Training Mission Website

San Jose, CA, USA

Independent Fullstack Software Engineer

August 2023 - Present

- Designed and developed a bilingual website for the Christian Ministry Training Mission (CMTM), featuring an interactive homepage, detailed about page, photo gallery, and music collection
- Implemented a user-friendly UI tailored to older audiences, with a seamless language toggle between English and Mandarin
- Developed a clean, directory-based solution for bilingual content integration to maintain organized and efficient code.

SKILLS

Skills: AWS, C/C++, HTML/CSS, Java, SQL, C#, JavaScript, Git, Docker, Kubernetes, MySQL, Unity, Flask, Python

Languages: Spanish, English