LOGAN CALDER

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EDUCATION

Santa Clara University   **December 2025**
Bachelor's, Computer Science
-   Relevant Coursework & Achievements: Dean's Scholarship Recipient, Operating Systems, Theory of Algorithms, Compiler Construction, Design & Implementation of Programming Languages, Networks, & Software Design

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.

Notefully   *March 2025 - Present*
Independent Developer
-   Enabled users to record voice chats, generate meeting notes, and access recordings via an online dashboard.
-   Implemented user authentication (OAuth), data management (Supabase PostgreSQL), and payments for premium features.
-   Deployed the service on Vercel with a scalable backend, ensuring real-time processing and secure storage.

SKILLS

Skills: Python, C/C++, Next.js, TypeScript, HTML/CSS, Java, C#, JavaScript, Git, Docker, Unity, Flask, Postgres, SQL
Languages: Spanish, English