Logan W. Chadderdon

8185 E. Crooked Tree Trail (520) 344-0470
Tucson, AZ 85715 lwchadderdon.com LWChadderdon@gmail.com

Education

University of Arizona - Tucson, AZ B.S. Computer Science
GPA 3.62 May 2014

Coursework

Completing large and complex projects, such as a blog or implementing dynamic memory management, has helped me learn how to quickly write efficient and maintainable code.

- Languages: **Python**, Java, C, SQL, Haskell, Prolog, VBA
- Web: HTML, CSS, JavaScript, PHP, MySQL
- Concepts: Object Oriented Design, Data Structures, Algorithms, Operating Systems

Self-taught Skills

I quickly become proficient in new programming languages and technologies through individual study, and I enjoy challenging myself to learn new skills.

- Languages: **Ruby**, C++, C#, LaTeX, MatLab
- Web: Rails, SASS, PostgreSQL
- Experienced Vim user, Ubuntu/Linux, Git
- Visual Studio, Unity3D, Adobe CS6, Autodesk ECS

Projects

- Developing an automated test generator for Python. It produces runnable scripts that students and section leaders can use to test and grade code. Working together with another section leader, using GitHub to manage and review each other's code. I focus on the code that tests and grades the students, as well as the Qt frontend.
- Built a 2D Tower Defense game in Java, complete with networked multi-player, sounds, and animation. Worked on a team with three others, using GitHub to manage our code. I developed the majority of the project, focusing on the overall design, game logic/mechanics, and visuals.
- Created a blog application using PHP, JavaScript, and MySQL. It allows for posts in multiple categories, and comments on those posts. I learned many skills in a short period of time, including how to deal with security and keeping data safe, designing and using a database, and understanding AJAX and asynchronous programming.

Employment History

Section Leader and Teaching Assistant - University of Arizona

(SL) Beginning Python (Head Section Leader) January - December 2013
(TA) Intro Web Design August - December 2013
(TA) Comparative Programming Languages (Haskell, Prolog, Ruby) June - July 2013
(TA) SISTA Summer Game Design Workshop June 2013

Responsibilities

Lead weekly discussion section for 15 - 30 students
Respond to student questions via email and office hours
Hold open lab hours for any Computer Science student
Create/grade assignments and exams, critique lecture material, assist the professor