Logan W. Chadderdon

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CAREER OBJECTIVE

I am seeking a career in computer programming. Many avenues of software development interest me, including video game design and applications for the web, mobile, and desktop platforms.

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, Adobe CS6, Autodesk Entertainment Creation Suite
- Game Development: Unity3D, Stencyl, PyGame
  - Ongoing independent project to learn a modern game development pipeline, utilizing applications such as Unity3D and the Autodesk Suite

EMPLOYMENT HISTORY

Section Leader and Teaching Assistant - University of Arizona

Courses

(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