Logan W. Chadderdon

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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, working with another section leader remotely. We use GitHub to manage and review each other's code, as well as keep track of open issues and feature requests. It produces runnable scripts that students and section leaders can use to test and grade programs. I focus on the area that does the testing and grading, in addition to the Qt GUI frontend. Our codebase is completely unit tested.
- Created a blog application using PHP, JavaScript, and MySQL. It allows for posts in multiple categories, and comments on those posts. In a short period of time I learned how to deal with security and keeping data safe, designing/using a database, and understanding AJAX and asynchronous programming.
- Built a 2D Tower Defense game in Java, complete with networked two-player, sounds, and animation. Worked on a team of four, using GitHub to manage our code. I developed the majority of the project, focusing on the overall design, game logic/mechanics, and visuals.

Employment History

Section Leader, Teaching Assistant - University of Arizona

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