

# Logan W. Chadderdon

8185 E. Crooked Tree Trail

Tucson, AZ 85715

lwchadderdon.com

(520) 344-0470

LWChadderdon@gmail.com

---

## EDUCATION

University of Arizona - Tucson, AZ

GPA 3.62

B.S. Computer Science

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, MatLab, VBA
- Web: HTML, CSS, JavaScript, PHP, JSP, Oracle, MySQL
- Concepts: Object Oriented Design, Databases, Vision, 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#, L<sup>A</sup>T<sub>E</sub>X
- Web: Zurb Foundation, Rails, Haml, SASS, PostgreSQL
- Experienced Vim user, Ubuntu/Linux, Git/GitHub
- Visual Studio, Adobe CS6, Unity3D, Autodesk ECS

## PROJECTS / ACCOMPLISHMENTS

- Placed in the top 10 in the 2013 Rocky Mountain Regional ACM International Collegiate Programming Contest.
  - 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