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

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, 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

Teaching Assistant - University of Arizona

Courses

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

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