

# Caleb Myers

Portfolio: [myersca2024.github.io](https://myersca2024.github.io)  
Availability: July 2021 – Dec 2021

## Education

---

**Northeastern University**, Boston, MA 2019 – present  
Khoury College of Computer Sciences  
*Candidate for Bachelor of Science in Computer Science and Game Development*  
Expected Graduation: 2024  
Honors: 3.68/4.0 GPA, Dean's List  
Relevant Courses: Discrete Structures, Object-Oriented Design, Algorithms and Data Structures, C++  
Programming, Computer Systems, Game Programming, Game AI, Math for Games

**Rochester Community and Technical College**, Rochester, MN 2018 – 2019  
Post-Secondary Enrollment Option  
GPA: 3.55/4.0

**Kasson-Mantorville High School**, Kasson, MN 2015 – 2019  
GPA: 3.73/4.0  
Activities: Southeastern Minnesota State Youth Orchestra, FIRST Robotics, Track, Theater Crew

## Computer Knowledge

---

**Proficient Languages**: Java, C++, C#, C  
**Familiar Languages**: SQL, HTML, Assembly  
**Software/Tools**: Unity, GitHub  
**IDEs**: IntelliJ, jGrasp, Eclipse

## Academic & Personal Projects

---

**EchoLost** January 2021

- Collaborated with peers to develop a game for Global Game Jam 2021
- Developed menus, character movement, lighting, and echolocation mechanic collaboratively with Unity in C#
- Composed music for the game with Bosca Ceoil

**Catherine Quest** July 2020 – August 2020

- Collaborated on final project for Game Programming to demonstrate knowledge learned in class
- Created UI for minigames and inventory system with Unity in C#

**Java Animator** May 2020 – June 2020

- Collaborated on final project for Object Oriented Design to demonstrate knowledge learned in class
- Designed a Model/View/Controller implementation of a key frame reader to play animations
- Developed in Java

## Work Experience

---

**Café Barista**, Barnes and Noble, Inc., Rochester, MN December 2018 – March 2020

- Delivered customer service to patrons by processing orders and troubleshooting concerns
- Trained new staff in job tasks
- Catalogued inventory and waste

**Club Manager**, Kasson-Mantorville Community Education, Kasson, MN February 2018 – May 2018

- Initiated video game programming club for elementary and middle school students
- Developed a curriculum with the goal of teaching game development in Game Maker Studio 2
- Aided club members in developing their own games

## Interests

---

Play and modify retro games and retro game hardware  
Honing coffee craft - experimenting with coffee-based drinks  
Playing clarinet