

Caleb Myers

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github.com/myersca2024
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

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