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Caleb Kahn

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Level-headed computer science graduate who is eager to enter the gaming industry, offering strong teamwork skills and leveraging a broad background in UX and programming to contribute effectively.

Education

Bradley University: Peoria, Il — August 2020 - May 2024

- Bachelor of Science in Computer Science.
- Minor in User Experience Design, Minor in Game Production, Concentration in Computer Game Technology.
- Honors: Summa Cum Laude (GPA: 3.95).

Experience

Game Programmer: Self-Employed — May 2022 - August 2023

- Enhanced gameplay engineering abilities by participating in game jams and other projects during summer break, totaling 6 projects.
- Averaged over 40 hours of development weekly during Summer 2023.

The National Society of Leadership And Success Member — February 2021 - April 2021

- Developed mentoring ability through interactive training sessions and seminars facilitated by revered leaders, including former U.S. presidents.

Beef Shack Member: Huntley, IL — November 2019 - August 2020

- Upheld a stable work schedule, working 3-6 shifts weekly, averaging 5 hours per shift.
- Signified professionalism & diligence by never arriving late for work.
- Demonstrated flexibility by assessing the unpredictable environment and proficiently managing tasks including cleaning, food preparation, cooking, and customer service.

Recent Game Projects

Our Name is the Stars: UX Lead, Team of 27 — August 2023 - May 2024

- 3D space exploration game with over 50 minutes of voiced characters for the narrative.
- Organized UX tasks, programmed and designed UI elements like pause/options menus, and configured certain gameplay systems like input and objectives.
- Enhanced teamwork by solving communication issues by meeting 4-5 times weekly.

Chain Attraction: Programming Lead, Team of 11 — August 2023 - December 2023

- 2.5D physics-based puzzle game with a magnetizable ball chained to the player.
- Managed programming team, implemented player movement and animations, and coded features like moving platforms and game menus.
- Improved debugging skills by troubleshooting bugs when the player has 24 possible states.

Ruins Ravage: Solo Project — May 2023 - August 2023

- 2D survival game with mini-games, random terrain generation, combat, and saving/loading.
- Portrayed a comprehensive understanding of the development process by planning game design, integrating programming, and creating art.

Programming Skills

- Unity
- Unreal Engine 5
- OpenGL
- Physics
- Linear Algebra
- Code Optimization

Software

- GitHub
- Visual Studio
- Jira/Trello
- Figma
- Digital Painting
- Photoshop

Programming Languages

- C#
- C++
- Java
- JavaScript
- HTML
- React Native
- Python