

CALEB HARRISON

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EDUCATION

University of Alabama at Birmingham

Bachelor's in Computer Science & STEM Education with Honors

December 2022

GPA: 4.0/4.0

EXPERIENCE

Software Engineer Intern

Apple

May 2022 - Present

Cupertino, CA

- Developed new operating system performance tool that measures energy consumption during an XCTest Performance Test to detect energy regressions during development using Objective-C and Swift
- Developed an SPI to disable charging during an XCTest and increased test efficacy by +7%

Software Engineer Intern

NBCUniversal

September 2021 - May 2022

Miami, FL

- Updated GolfNow Android application to Android App Bundling format and reduced app size by 35%
- Developed internal web application to view, analyze, and filter 100,000+ user analytics and interactions collected from the GolfNow mobile apps using VueJS, Firebase authentication, and Firestore
- Implemented 10+ features to the GolfNow/TeeOff applications on iOS and Android and released to over 3.5 million users worldwide

Software Engineer Intern

Moultrie Mobile

May 2021 - September 2021

Birmingham, AL

- Refactored and created API's using .NET Core, C#, SQL, and swagger-based testing interfaces
- Assisted in developing advanced machine learning technology to identify subjects in captured images
- Contributed to test suite by adding 1000+ unit and integration tests covering all portions of the backend

VOLUNTEER

Computer Science Teacher

Microsoft TEALS

August 2021 - May 2022

Chelsea, AL

- Instructed AP Computer Science to 50+ local high school students daily to contribute to the education of aspiring digital enthusiasts and potential world-changers

PROJECTS

Schedule Planner - Swift

<https://github.com/caleb-harrison/Schedule-Planner>

March 2021 - Present

- Designed a college student schedule planner using Swift UIKit, MVC, CocoaPods, and local databases
- Implemented scheduled notifications, courses, assignments, and other useful features for students

Tap Wars - Swift

<https://apps.apple.com/us/app/tap-wars/id1553009159>

February 2021 - Present

- Developed a multiplayer mobile game designed to test your tap speed against your friends and family
- Received 3000+ downloads with 4.8/5 star reviews on the iOS App Store

TECHNICAL SKILLS

Languages

Swift, Python, Objective-C, JavaScript, C#, TypeScript, HTML/CSS, Kotlin

Technologies

Git, React, React Native, VueJS, Firebase, Xamarin, .NET, SQL

Design

API Development, Artificial Intelligence, Object-Oriented Design, Algorithms