Caleb Collar

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Summary

I enjoy learning new frameworks and building software from backend to frontend. Applying transferable skills to new technologies and rapidly using them to build novel and functional solutions is a passion for me. The foundations of computer science are important - my education at Carthage has given me a firm understanding of the fundamentals.

Skills

C# • C++ • Java • Python 3.x • Linux • Agile • Database • React

Work Experience

Systems Software Engineer Intern
May 2022 – Dec 2022 • 7 mos

Wisconsin Space Grant Consortium • Internship

Kenosha, United States

Technologies: C++ • Backend development • Rust • Python • Test driven development

NASA funded Wisconsin Space Grant Consortium position at Carthage College. I worked in a team of 15 to develop and design systems for a CubeSat (small satellite) that will be launched and operational in approximately two years. Additionally, I worked on developing a hardware data collection program for a separate technology being researched for zero gravity fuel and ullage detection in rocketry tanks.

Full Stack Contractor
Sep 2022 – present

Clean to Close Co. • Contract

Remote

Technologies: Python/django • React with redux • Tailwind css • Node.js • PostgreSQL

I am currently being individually contracted to implement back to front end features for a business called Clean to Close located in the West Bend area. I have used the Django framework to integrate our own API, design and query a PostgreSQL database, handle user authentication, and run builds for React and Node js for front end development. I have implemented modern design methods and leveraged tools like Tailwind CSS for smooth construction of the public facing web pages.

Projects

Fiber Optic Sensing Data Collection Tool
Jun 2022 – Aug 2022 • 2 mos

1 coworker

Technologies: Python 3.x

Tool used in the develpment of Fiber Optic Sensing System (FOSS) for applications by Carthage Space-Sciences, WSGC, & NASA. Designed to interface with 'gator' devices. This project solves the problem of having a customizable tool that can collect data anywhere.

VR Relaxation Game
Jan 2022 – May 2022 • 4 mos

2 coworkers

Technologies: Unity • C# • VR

Détendu is a VR experience designed to help relieve stress and explore virtural environments. Built under the direction of Professor Rick Bingen.

Educations

Bachelor's degree: Computer Science & Biology   Aug 2019 – Dec 2022 • 3 yrs 4 mos

Carthage College

Kenosha, United States

Grade/GPA: 3.98

I am obtaining my computer science degree and biology degree from Carthage College. I will be graduating on December 8th 2022 summa cum laude and I am looking for a full time position to launch my career in software development.

Certifications & Awards

Django Framework to Production - Code With Mosh   Oct 2022

Languages

English (Native or bilingual proficiency)

French (Limited working proficiency)