Caleb Robinson

St. Louis, Missouri *|* calebrobinson3109@gmail.com *|* (314) 750-3062 *|* [caleb-robinson.com](https://caleb-robinson.com/)

[linkedin.com/in/robinsoncaleb](https://linkedin.com/in/robinsoncaleb) *|* [github.com/Caleb-Robinson3109](https://github.com/Caleb-Robinson3109)

# Education

## Missouri University of Science and Technology, BS in Computer Science December 2025

* GPA: 4.0
* **Coursework:** Data Structures, Algorithms, Operating Systems, Databases, Microcontrollers and Embedded Systems, Regression Analysis

**St. Louis Community College**, STEM Transfer Studies May 2023

* GPA: 3.51

# Experience

**Mobile and Web Developer**, Robinson’s Karate – St. Louis, MO May 2024 - Present

* Developed a mobile application for a karate studio using Flutter, enhancing user engagement and operational efficiency.
* Implemented Firebase backend solutions to support custom posts and push notifications, improving communication and user interaction.
* Revamped the studio’s website with WordPress, optimizing content management and site functionality.

**Intern**, Verus AEC – Remote June 2023 - February 2024

* Partnered with a cross-functional team to redesign the Programmable Logic Controller (PLC) program for a gas compression and storage facility, enhancing system efficiency and reliability.
* Created a Python script to automate the conversion of I/O lists into I/O maps for Studio 5000, streamlining data management processes.
* Delivered a presentation on the applications and effectiveness of Large Language Models (LLMs) in various work contexts, highlighting innovative AI solutions.

# Projects

## Personal Website

* Developed and hosted a personal website using HTML, CSS, JavaScript, and PHP on a Raspberry Pi with Apache, displaying my projects, games, and blog.
* Resolved technical challenges such as configuring HTTPS and CORS settings to ensure secure and smooth game play, and continually update the site with new content and projects.

## Kasi Kule Agriculturalist

* Designed and developed a game using Godot and GDScript, incorporating engaging game play mechanics and interactive features to enhance user experience.
* Utilized Python to automate animation tasks and JSON for implementing save functionality, overcoming challenges in data management.

## Lost and Found Application

* Built a practical lost and found solution with a user-friendly interface for students to post and claim items, aligning with the security theme of the hackathon at Missouri S&T.
* Gained valuable hackathon experience by tackling real-world challenges and developing a complete project within a brief time limit, setting the stage for future competitions.

# Skills

**Proficient:** C++, Python, HTML, CSS, Apache, Flutter, Firebase, WordPress, SQL, Godot, GDScript

**Previous Experience:** Assembly, C, R, React, Studio5000, wxWidgets