

Caleb Robinson

St. Louis, Missouri | calebrobinson3109@gmail.com | (314) 750-3062 | caleb-robinson.com

linkedin.com/in/robinsoncaleb | 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