

Caleb J. Arp

College Senior – Rensselaer Polytechnic Institute

Caleb.Arp.22@gmail.com

[Cell: \(571\) 524-1779](tel:(571)524-1779)

[linkedin.com/in/calebarp22](https://www.linkedin.com/in/calebarp22)

captaincarp22.github.io

Education & Achievements:

- B.S. in Computer Science and B.S. in Games & Simulation Arts & Sciences
 - 3.92 Cumulative GPA, Dual Major, Made Dean's Honor List all 6 semesters at RPI
 - Public Relations Officer for Intramural Club + Class of 2027 Class Council Secretary
- High School Diploma - Herndon High School
 - 4.358 Overall Weighed GPA, Advanced Studies Diploma with Virginia Board of Education Seal

Professional Experience:

RPI Computer Science Mentor, Sep. – Dec. 2024, Sep. 2025 – May 2026

- For the Computer Science I (Fall semesters) and Principles of Software classes (Spring semester), worked in weekly lab and office hour sessions to help students complete their homework and lab assignments, giving class credit for the latter by looking at students' code structure and output
- Graded the correctness of students' answers on their quizzes and exams and other assignments
- Required teaching, problem-solving skills, and good judgement to perform all required tasks

iD Tech Summer STEM Camp Instructor, June – July 2026

- Worked with different camps of up to 10 students ages 7-17, teaching new skills during class lessons and activities, helping students with their projects throughout the week, and interacting with them individually and in groups to foster relationships between students and instructors.
- Instructed week-long camps focusing on engineering with CrunchLabs® Build Boxes (ages 7-9), coding using Python (ages 10-12), and game development using Unreal Engine (ages 13-17).

Skills & Certifications:

- Experience working with major coding languages like Python, C++, C, C#, & Java
- Working with and organizing large amounts of text-based data (CSV, JSON, etc.)
- Understanding of front-end development, Amazon Web Services, & SQL database
- Worked for a semester on an open-source game engine using Vulkan and GLFW
- Developing video games in Unity and Unreal Engine while collaborating with a team
- Customer Service & Sales Certified Specialist (certification by the NRF Foundation)

College Courses Taken:

Data Structures | Programming Languages | Computational Vision | Operating Systems
Introduction to Biology Computational Lab | Introduction to Game Programming
RCOS | Management in the Digital Age | Game Development I & II | Game AI