

Caleb Perkins

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Work Experience

2022 - 2023 | Software Developer | Ezoic

- Front-end web developer for video creation software
- Created a media library interface comparable to Wordpress
- Reduced page load times by over 50% after refactoring

2019 - 2021 | Junior Software Developer | MorningStar Software

- Full stack web development for client-facing service website
- Used Angular, C# Entity Framework, and T-SQL databases
- Researched and designed modern user-friendly interfaces

2018 - 2019 | Game Designer | Texas A&M's LIVE Lab

- Designed educational gameplay mechanics
- Development of rapid prototypes in Unity3D
- Documented mechanics & gameplay features
- Used Confluence and Jira to collaborate with team members

2017 - 2018 | Engineering IT | Texas A&M University

- Provided technical support to both students and faculty
- Tracked issues using ticket-based software ServiceNow
- Performed basic maintenance on technical equipment

Self Publishing

2023 - 2025 | The Serket Hack | Game

- An original tabletop roleplaying game of mythic fantasy

2025 | War In The Toybox | Narrative Supplement

- A third-party module designed for *Lancer*
- Used Affinity Publisher to match the house style of Massif Press

2025 | Second Street Beatdown | Zine

- A print and play tabletop roleplaying adventure
- Designed a one-page zine using Adobe Photoshop

Skills

Languages:

HTML, CSS, Javascript,
Typescript, C#, Java, SQL

Frameworks / Tools:

Angular, Vue, Material Design,
Vuetify, Bootstrap, RXJS, NGRX

Software: Git, Confluence, Jira,
Trello, Adobe Photoshop,
Affinity Publisher, Google Sheets

Creative: Writing, Editing,
Proofreading, Layout, Graphic
Design, Game Design

Portfolio

<https://serket.dev/>

Education

May 2019 | Bachelor of Science in Computer Science

Texas A&M University, College Station

Minor: Game Design & Development