

CALEB CARITHERS

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education:

Purdue University Aug. 2019
BS Mechanical Engineering
Minor in Electronic Art
3.77/4.0

experience:

Experiential Marketing Intern - COFFEE Labs Jan '20-Present
Working alongside creative directors and account managers to
concept interactive activations and webAR experiences for clients.

Fab Lab Tech & Interim Program Coordinator - NEW INC Aug '19-Dec '19
Assisted the Director of Research & Technology consult program members
with hardware fabrication needs. Maintained the NEW INC space and
supported event production.

Creative Developer - C Design Lab June '17-'19
Co-led development on StoryMakAR, a platform for virtual physical
interactions through storytelling, prototyping, and augmented reality,
consisting of a hardware/electronics toolkit and software application.
Accepted into CHI 2020.

projects:

AR Experiments for Schön! Magazine (Web Experience)
Built AR explorations of photo collages for Schön! Magazine's interview of Bishop
Briggs. Collages shot & arranged by New York photographer Andrew Boyle, AR
exploration built using 8th Wall & deployed on the web.

Nebula (Music Video / Web Game)
Led creative direction and development for interactive experience for "Nebula"
by musician Admiral Raddis. User is able to participate in the game world
presented in the music video. Built in Unity with C#. Deployed on the web.

The Jewelry Phone (Interactive Installation)
Hacked & programmed landline phone to ask users random questions about jewelry,
record & transcribe their answers, and push to thejewelryphone.nyc. Displayed at
jewelry brand Australiana's installation for NYC Jewelry Week 2019.

technical skills:

Languages/Frameworks:

Python, C#, JavaScript, HTML & CSS, SQL, Django, Bootstrap, Processing/p5.js,
openFrameworks, Three.js

Software:

Unity, Adobe Creative Suite, SolidWorks, Blender, Keyshot, LabVIEW, Figma, Spark AR

Other:

Arduino, Raspberry Pi, Git, Additive/Subtractive Manufacturing, DFMA, Physical Computing