

# Edwin (Win) Metcalf

[edwinmetcalf.com](http://edwinmetcalf.com) | [winmetcalf1@gmail.com](mailto:winmetcalf1@gmail.com) | [linkedin](#) | [github](#) | +1 (415) 420-4395

---

## Education

### Vassar College

- Double Major: Computer Science and History, GPA: 3.6.
- Varsity Lacrosse all four years

Poughkeepsie NY | Class of 2026

### UC Berkeley

- Computer Science Summer Program.

Berkeley CA | Affiliate Student  
June - August 2025

### University College London

- Affiliate History Program

London England | Affiliate program  
September - December 2024

## Relevant Courses

- UC Berkeley: CS 61C Computer Architecture , CS 161 Computer Security, CS 169 Software Engineering
  - Vassar College: CMPU 366 Natural Language Processing, CMPU 241 Analysis of Algorithms, CMPU 240 Theory of Computation,
- 

## Experience

### Server and Storage Assistant - *Indie Wine and Beer Bar and SF Wine Center*

Part Time since 2024

- Provided exceptional customer service serving food and beverage in a high-paced environment
- Organized wine storage lockers and maintained accurate inventory records to ensure effective stock management
- Managed deliveries, ensuring timely and accurate receipt of products.

### Market Analyst Intern - *RainMaker Capital*

Summer 2024

- Conducted in-depth research and market analysis in the healthcare technology sector
  - Developed comprehensive write-ups and created a report summarizing research findings for stakeholder review
- 

## Projects

### Action Map Political Information Website

Full stack software development in an agile environment

- Ruby on Rails and MVC architecture with SQL database
- Google Civic Information API, Omni Auth 2, Cucumber and RSpec testing

### Secure File Sharing Software

Built an end to end encrypted file sharing software in GoLang

- Leveraged AES-CTR, HASHKDF, HMAC's, RSA signatures, and UUIDs
- Ensured integrity, confidentiality, and authenticity for users to store, share, view, and revoke access on files

### Amateur Game Developer

Building 2D and 3D games and projects in Godot, Unity, C, Java, and Python

- Experimented with mechanics, animation systems, and player interactions to learn modern game dev pipelines
- 

## Skills

- Programming languages: Python, Java, C, Golang, Ruby, Typescript, HTML/CSS, Ocaml, C#, GDscript
- Frameworks/Devtools: Git, Rails, Svelte, Heroku, VS Code
- Research skills, Microsoft suite, Spanish language proficiency