Jerry Caligiure

Full Stack Developer,
Software Engineer

April 15, 1987

(330) 318 2070

https://www.0xcefa05.com

caligiure.ja@gmail.com

https://github.com/Noofbiz

Programming Skills

- Go   ● ● ● ● ●
- C#   ● ● ● ● ○
- Java   ● ● ● ○ ○
- AWS   ● ● ● ○ ○
- Google Cloud ● ● ● ● ○
- HTML/CSS/JS ● ● ● ● ●

About Me

I am an experienced software developer who's worked with object oriented programming, automated test scripting, unit testing, agile development, and full stack development. A diligent worker who utilizes revision control systems to work with multiple developers on projects, and to track code changes.

Hard Skills

</> Creating Software

💬 Presenting Information

🔍 Finding Solutions

Personal Projects

2016 – Present **Maintainer / Project Manager**   Engo Game Engine
An ECS game engine written in Go! Ensures the build doesn't break by piping the PRs through several CI solutions. Keeps the engine up to date by providing patches when an OS changes or a library is updated. Provides features and fixes bugs as needed via Github's ticket system.

2018 – Present **Maintainer**   Feed Me!
A cross-platform RSS Feed reader that utilizes Go for the backend and an HTML/JS/CSS front end via electron. Stores the feeds in a SQL database for easy searching and sorting.

2019 – Present **Engineer**   gleam
A multi-platform OS-specific window creation/management library. Inspired by glfw and shiny. This library opens windows, detects inputs and gives the developer control over drawing to the window in different ways (OpenGL, Vulkan, Metal, DirectX). Written in go, and talks to the OS in C on Linux, through a DLL on Windows, and in Objective-C on MacOS. This allows any OS to run out of the box with minimal configuration.

Working Experience

2015 – 2016 **Quality Assurance Engineer**   AmTrust Financial
Created, deployed, and reviewed automated tests and unit tests to run against applications created by the development team. Wrote, fixed, and debugged code written for the .Net framework in C Sharp and VB. Wrote classes, libraries, and interfaces so that teams could use the code written for testing their applications. Followed the Agile development process to keep everyone up to date on the status of the application. Worked on teams of developers, keeping the process clear and up to date using Git, and kept on schedule with Sharepoint. Kept teams up on the state of the testing, and whether the latest builds passed or failed testing, to ensure quality of the apps.

2012 – 2013 **Chemist**   PPG Industries
Worked on the research and development of a novel product, scaled up the reaction from a laboratory scale to an industrial scale, and tested the effectiveness of various polymer coatings against the properties of the novel product. Conducted weekly team meetings to keep everyone involved in the project on track and up to date. Kept notes of action items, and distributed them to the team on a weekly basis to ensure everyone was on the same page. Provided fully developed products that met specifications to the customers before the deadlines.

Education

2013 – 2015 **Graduate Student**   Oregon State University
Coded in C++ and Python to perform Monte-Carlo simulations of systems during phase changes and during chemical reactions. Utilized the Linux terminal, BASH scripts, and Scons to build programs and run them on a Beowulf cluster. Presented results using Matplotlib in Pylab to organize data and LaTeX to showcase data.

2007 – 2011 **Undergraduate Research Project**   West Virginia Wesleyan College
Wrote code in C++ to model the Pioneer Anomaly using three different methods and compared them to existing data of the pioneer spacecraft to see test different cosmologies against real life data. Utilized XM Grace, SQL Queries, and BASH scripts to parse large amounts of data quickly and compare datasets. Presented findings at the North Atlantic Research Conference.

April 1, 2020   **Jerry Caligiure**