

Calvin Rose

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Summary

Mostly self-taught programmer who enjoys creating games and has an enthusiasm for git and other tools that make programming easier. Loves to contribute to the open source community. Also loves to learn new languages and learn new skills. Likes both high and low level programming, UI/UX design, mathematics, language design, and internet engineering.

Likes playing around with Lua and the LOVE game framework, which he contributes back to in the form of open source libraries, as well as helping new users get their feet wet. Has profound respect for Roberto Ierusalimsky, the original author of the Lua language, and Mike Pall, the creator of LuaJIT.

Languages and Programming

C, Lua, Java, C++, JavaScript (Node.js, Angular, Vue), Clojure(Script), HTML, CSS, Swift, Python, Bash, GLSL, Haxe

Education

Current Undergrad at Boston University, Computer Engineering, Class of 2019

Experience Overview

- Numerous game jams; 5 time Ludum Dare participant in multiple languages including Java, Lua, and Haxe. Can make things in 48 hours.
- Intern at Covered Security. Worked on implementing backend services for storing customer data on Node.js and AWS, as well as some front end work with Angular, Vue, Browserify, and Webpack.
- DevOps experience, including managing AWS elastic beanstalk instances and remote linux servers.
- Contributions to open source on GitHub, as well as several original libraries (mostly for game development).
- Use of Travis Circular Integration for projects to run automated tests.
- iOS System Analyst and lead iOS programmer at Global App Initiative for WTBU radio station app.
- Experience with the command line on OSX and Linux.
- 5+ years of programming experience.

Other Projects

- Wrote a web server framework in Lua based on libuv, the IO backend for Node.js. The framework hosts <https://bakpakin.com>. Code on [github](#).
- Wrote code and composed graphics for a group project written in Clojure. The program hosts competing AI tank programs also written in Clojure.
- Tiny Lisp language that compiles to Lua. Support for Macros, custom compiler specials, a REPL, and more all in one Lua file with no dependencies. [Github Repository](#)
- More projects on [Github](#).