Jacopo Calvi

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ABOUT ME

I am a hard-working person with a passion for technology, organization, and efficiency.

I have significant expertise in the coffee industry, and I'm now committed to starting a new career in computer science. I am always eager to learn, and I have been a highly valued member of every team I have taken part in so far.

I have so far worked on a number of personal and university projects, including game, software, and web development.

EDUCATION

MComp, Computer Science with Integrated Masters & Foundation Year — *University of Sussex, Brighton* SEP 2022 – PRESENT (UNTIL 2027)

Completed foundation year with a 1st, and currently on track for another 1st in my first year.

Excel Skills for Business Specialization - Macquire University, Sydney (online)

AUG 2020 - OCT 2020

Diploma (A level), Energy Systems Technician — *IPSIA G. Marchesini, Italy* SEP 2007 – AUG 2012

RECENT WORK EXPERIENCE

Production Assistant/Roaster — Trading Post Coffee Roasters, Brighton

OCT 2021 - DEC 2023

- Worked mostly independently, organizing my daily and weekly tasks.
- Responsible for various aspects of the production across multiple sites.
- Supported company's and client's shops with equipment maintenance, technical support, and training.

Barista — WatchHouse, London

APR 2021 - DEC 2021

• Worked in a very busy environment, alongside some of the best people in the coffee industry.

Head Barista — Sendero Specialty Coffee, London

OCT 2019 - APR 2021

• Lead a small team in a fast-paced environment and took part in the hiring and training of new staff.

SKILLS

• Italian (native)

English (advanced)

• French (elementary)

Microsoft Office

GitHub

Python

HTML & CSS

JavaScript (& React)

C & C++

Java

Godot

SQL

HOBBIES & SIDE PROJECTS

- Currently working as a volunteer for **Precious Bottles**: a project at the university aiming at turning plastic bottles into filaments used for 3D printing.
- Responsible for updates and maintenance of the <u>HackSussex</u>'s website.
- Took part in HackSussex's Hackathon (2024) and GameJam (2023) as a contestant, winning the latter.
- Took part in the <u>Engineering for People Design Challenge</u> (2023-2024), where I led a team of students from various disciplines in designing and presenting a solution for a real-life problem.