

Calvin Brizzi

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WORK



JAN 2017 - CURRENT

Software Engineer at Luno - Cape Town

Wrote the internal logic and API integration needed to enable tokenised credit and debit card deposits for customers in Europe. We now have several thousand cards saved and have processed hundreds of thousands of dollars through the system, making it one of the most popular deposit method where it's available.

Built the integration with our first European bank, greatly reducing the time needed to process withdrawals by automating where possible.



DEC 2014 - FEB 2015 AND NOV 2015 - FEB 2016

Software Engineering Intern at Facebook - Menlo Park, California

Had two internships with Facebook during summer breaks. In the first internship created an API to access source control metadata without the need to clone repositories locally, drastically reducing the load on the source control servers. The project was spun off into an independent team after the internship finished, with multiple full-time engineers.

For my second internship rewrote an existing Python library in C++ to attempt to solve a performance issue with a service, but unfortunately later realised the issue was elsewhere.



JUN 2015 - JUL 2015

Software Development Intern at Amazon Web Services - Cape Town

Built a testing framework for a DB query API in Ruby and Rspec, this helped test configuration and detect a class of breaking changes early in the deployment process, rather than at runtime.

Citizenship: Italian and South African, can work in EU and South Africa

EDUCATION

2016 University of Cape Town - Honours Computer Science

First class pass. Honours is a one year postgraduate degree, offered for courses where the undergraduate degree takes three years. UCT's is accredited by the British Computer Society.
Honours project: [Novel Approaches To Astronomy Visualization Software](#)

2015 University of Cape Town - BSc Computer Science and Computer Games

Degree awarded with distinction, Class representative for all computer science courses.

LANGUAGES AND LANGUAGES

Links to projects and GitHub can be found at www.calvinbrizzi.com

Programming: Develop mainly in Go. Experience in Python, Java and C++.

Other Stuff: Have at some point messed around with and/or built something using gRPC, memcached, redis, MySQL, Google App Engine, Vue.js, Ruby on Rails, thrift, Grails, Django, Hugo.

The Other Kind: English and Italian fluently, a smattering of Spanish.

STUFF ON THE SIDE

2017-NOW Go Cape Town Meetup Organizer

Organizing speakers and hosting go-related talks in Cape Town.

2019 Winner of the Luno Crypto Hackathon

Won [Luno's first internal Hackathon](#).

Project involved letting people embed love messages on the Bitcoin blockchain.

2015 Chairperson of UCT's Developer Society

The society aims to narrow the gap between students and industry, securing internships for current students and organising talks with industry professionals.

Every year the Dev Soc hosts hundred of students and a dozens of companies at Break The Rules, an event that secures many students with paid internships from local and international companies.