

Calvin Brizzi

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WORK EXPERIENCE

JAN 2017 - CURRENT	Software Engineer at LUNO Currently on the payments team. Recently wrote the internal logic and API integration needed to enable credit and debit card deposits for customers in Europe.
NOV 2015 - FEB 2016	Software Engineering Intern at FACEBOOK Rewrote an existing Python library in C++ to increase performance.
JUN 2015 - JUL 2015	Software Development Intern at AMAZON Built a testing framework for a DB query API in Ruby and Rspec.
DEC 2014 - FEB 2015	Software Engineering Intern at FACEBOOK Created an API to access source control metadata without the need to clone repositories locally, drastically reducing the load on the source control servers.

EDUCATION

2016	Honours Computer Science University of Cape Town First class pass
2015	BSc Computer Science and Computer Games Development University of Cape Town Degree awarded with distinction

LANGUAGES AND LANGUAGES

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

Programming Languages:	Develops mainly in Go these days. Experience in Python, Java and C++.
Other Stuff:	Has at some point messed around with and/or built something using thrift, gRPC, memcached, redis, MySQL, Google App Engine, Vue.js, Ruby on Rails, Grails, Django, Hugo.
The Other Kind:	English and Italian fluently, a smattering of Spanish.

STUFF ON THE SIDE

2017	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.