CALVIN MCMURRAY

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Education

Bachelors of Science, Computer Science   April 2018

Brigham Young University, Provo, UT
- GPA 3.86
- Animation Emphasis, Mathematics Minor

Skills

Full Stack Web Dev	Python, NodeJS, React, Redux, TypeScript, AWS
Bilingual	Fluent in Spanish and English
Leadership	Experience managing teams of up to 10 people

Experience

Software Engineer   June 2018 – Present

SBB Research Group, Northbrook, IL
- Work with a small team to design, build, and maintain investment tools. (React, Python)
- Own projects for long-term development and optimization

Procedural Asset Designer   April 2017 – April 2018

Brigham Young University, Provo, UT
- Designed procedural game assets for BYU's game, BeatBoxers (Houdini, Unreal Engine)

Computing Specialist   December 2015 – April 2018

Brigham Young University, Provo, UT
- Manage a team of 12 developers to develop and maintain family history applications used by more than 700,000 users all over the world. For more info, visit fhtl.byu.edu
- Spearhead development of multiple web applications, including a novel family history-themed RPG-style game in conjunction with BYU's family history department

Software Engineer Intern   May 2017 – August 2017

Lucid Software, South Jordan, UT
- Improved performance in both Lucidchart and Lucidpress. Rewrote significant portions of the core application, and assisted in other development initiatives.

Teaching Assistant (Data Structures/Discrete Mathematics)   April 2015 – December 2015

Brigham Young University, Provo, UT

Custodian   May 2014 – August 2015

Brigham Young University, Provo, UT