

Calvin Storoschuk

back-end developer

calvinsomething.com

EDUCATION

HUMBER COLLEGE

Comedy Writing
2007 - 2009

ROBERT BATEMAN HIGH SCHOOL

Multiple Honour Roll
2003-2007

OBJECTIVE

Learn from and contribute to a team, building and improving quality digital products.

PERSONAL PROFILE

I am a motivated self-starter with several completed projects utilizing a variety of languages and development tools.

WORK EXPERIENCE AND PROJECTS

MASTER HEALTH

Built scrapers and bots in **Python** using Google Colaboratory. Used **Pandas** and Google Sheets to manage data, importing variables from Google Sheets so non-engineer staff could manage settings while maintaining encapsulation.

OS CONTRIBUTIONS

- pandas-dev/pandas
- applandinc/appmap-python

PORTFOLIO

Used **Node.js** for the back-end with **MongoDB** database, automated testing, logging, HTML templating with **Handlebars**, **Redis** caching, **OAuth2** with Social Sign-in and more. **Dockerized** and deployed on **Azure** with Let's Encrypt **TLS** certification.

CHESS WEB APP

Created a web app for multiplayer chess games with game history and replays. Built with **Django**, **SQLite**, **Django REST Framework** API, **Daphne/Django Channels** managing WebSocket messages and **Redis** serving as the channel layer (message queue). Styled front-end with **Bootstrap** and used **JavaScript** for game mechanics. Used **Nginx** as reverse proxy, serving static files and routing requests. **Dockerized** entire app and hosted on **AWS** EC2.

SUDOKU PLAYER

Designed a GUI sudoku puzzle generator, solver, and player in **C++** with the **wxWidgets** library. Created algorithm for randomly generating puzzles of three difficulty levels -- guaranteed to have only one solution.

CONTACT

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REFERENCES

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