

CALVIN STOROSCHUK

BACK-END DEVELOPER

calvinsomething.com



PERSONAL PROFILE

I am a committed software developer with the goal of creating and improving quality digital products. I highly value teamwork and am always willing to adapt to new ways of doing things.

OS CONTRIBUTIONS

- [pandas-dev/pandas](#)
- [applandinc/appmap-python](#)

CONTACT INFORMATION

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REFERENCES

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WORK EXPERIENCE

MasterHealth

Dec 2020 - May 2021

Developed scrapers and bots for marketing and market research purposes. Utilized the Google Colaboratory environment for convenience of use. Exported data to, and imported settings from, Google Sheets, improving encapsulation as well as making use of the programs simpler for non-engineer staff.

Technologies_Used: ["Python", "Pandas", "PyTest"]

PROJECTS

Portfolio

Used Node.js as the foundation for a clean portfolio with Google social sign-in and a stock trading mini-project built in. Fetches stock data from Yahoo Finance API and draws a graph with Chart.js. A simple user profile is created when logged in through Google, and stock buying/selling is activated. Styled with Bootstrap and hosted on Microsoft Azure.

Technologies_Used: ["Node.js", "Express", "Axios", "MongoDB", "Jest", "Passport", "OAuth2", "Handlebars", "Docker", "SSL/TLS", "Microsoft Azure"]

Chess Web App

Created a web app for multiplayer chess games with game history and replays. Used SQLite as a lightweight database to store user information and game data. Caching of database documents configured with Redis, with Redis also serving as a message queue for WebSocket messages. Used Gunicorn as WSGI for synchronous traffic and Daphne as ASGI for asynchronous. Set up Nginx as a reverse proxy to route different kinds of traffic and serve static files. Styled with Bootstrap and hosted on AWS EC2.

Technologies_Used: ["Python", "Django", "SQL", "JavaScript", "Redis", "Gunicorn", "Daphne", "Nginx", "Docker", "AWS"]

Sudoku Player

Designed a GUI sudoku puzzle generator, solver, and player in C++ with the wxWidgets library. Randomly generated puzzles are guaranteed to have only a single solution. Used cursor coordinates to allow for easy note taking by clicking different areas of a game square. Used bitwise operations to improve speed and memory usage with recursion/backtracking algorithm.

Technologies_Used: ["C++", "WxWidgets"]