

Esteban Calvo

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(863)-738-3479

EDUCATION

University of Florida

Bachelor of Science in Computer Science and Minor in Mathematics | August 2020 – April 2024

- GPA: 3.94/4.0

Professional Experience

Software Engineer Intern

Bank of America | Summer 2023

- Used HTML, CSS, and JS to help create global UI utilities using a static page assembler
- Used tools such as **Splunk** to review and analyze code defects and understand existing API calls
- Created sample API calls to simulate user information being passed to the UI utility

Computer Science Tutor

University of Florida | Fall 2022 - Spring 2023

- Tutored students in both lower-level and upper-level courses related to topics such as Data Structures, Algorithms, and Computer Architecture
- Completed over 40 sessions and maintained a 100% satisfaction rating

SKILLS

- **Computer Languages** C++, Java, HTML, CSS, JavaScript
- **Environments/Technology**: Windows, Linux, Git, GitHub, Junit Testing, Bitbucket

PROJECTS

Interpreter | *JUnit, Java, Git*

Fall 2022

- Created an interpreter consisting of a Lexer, Parser, Interpreter, Analyzer and Generator
- Implemented more than 300 unit tests using **Junit** to ensure perfect functionality
- Conducted integration testing to ensure interoperability between the different components
- Acted as team lead to ensure project was completed well before the deadlines to account for possible error resolution and have time to optimize and test the code

Personal Projects | *C++, SFML, Git*

Spring 2023 - Present

- Used C++ library **SFML** to create several games such as Snake, Sudoku, and Tetris
- Used SFML to create piano program that reads in midi files, displays the falling notes, and plays the music
- Implemented a personal C++ STL with data structures ranging from heaps, queues, stacks, graphs and up to advanced data structures such as red-black trees

Doom WAD VFS | *C++, Bash Scripting, Fuse*

Fall 2023

- Read in DOOM WAD files and then created a Virtual File System based on the data
- Stored the folders and files and then used this data to mount the VFS inside a Virtual Machine
- Created additional bash scripts and Makefiles to speed up unit testing