



## Calvin Walantus

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### Summary

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Third-year computer science and video game design student at UC Santa Cruz with experience in coding, Unity, game design, art, and of course gaming. Work, academics and extracurricular activities have additionally given me experience with team leadership, collaboration, project planning and artistic direction.

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### Skills

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- Skilled with C#, JavaScript, Java, Python, HTML and CSS
  - 3 years' experience with Unity
  - Experience with Illustrator, Twine, and Gamemaker
  - Team leadership and artistic direction
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### Education

BS, Computer Science / Video game Design (Current Junior)

*University of California, Santa Cruz*

Education has focused on the programming and art/design aspects of game design. Classes taken include:

- Algorithms & Abstract Data Types (CMPS 101)
- Intro to Computer Graphics (CMPS 160)
- Fundamentals of Game Design (CMPS 80K)
- Visual Communication & Interaction Design (ARTG 80G)

### Volunteer experience

#### **Organizer/Canvasser, Santa Cruz Local**

#### **Activism Committee**

April 2016 – Present

Organizing, strategizing and canvassing with a local grassroots organization for political and policy action.

#### **Music Director, Taza Tal Acapella**

September 2014 – Present

Coordinating and leading a performing acapella team, planning with other leaders and writing scores for performances.

### Work

#### **Stagehand, IATSE Local 16**

August 2015 – August 2016

Installed performance equipment for events. Requires clear communication skills and awareness over long hours.

#### **Coach, Acrosports Gymnastics**

July 2014 – present

Overseeing children's birthday parties, while coordinating with other coaches and parents and keeping up an exciting, positive atmosphere.

