

Calvin Walantus

Software Engineer/Game Developer

100 Goettingen St, San Francisco, CA

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Skills

C#, C++, Python, Javascript, HTML5, Adobe Flash/Actionscript

Strong computer science, algorithm and 3D math fundamentals

Unity, Phaser.io

Familiarity with Adobe Illustrator, Photoshop

Experience

PRESENT CREATIVE LLC

July 2018 – Present

Junior Software Engineer

Develop and debug casual and casino games using Phaser.io, Unity, Actionscript and other game engines. Set up development environments and create tools for designers. Work closely with QA and senior engineers to ensure consistency and efficiency of code.

COMPUTATIONAL MEDIA, UC SANTA CRUZ

Nov 2017 – June 2018

Lead Developer, Senior Thesis Project

Plan, write, and integrate C# code for a Unity game developed by an eight-person team. Delegate tasks to other programmers and consult with artists and producers to meet iterative milestones.

EXPRESSIVE INTELLIGENCE STUDIO, UC SANTA CRUZ

Jan – July 2016

Undergraduate Research Assistant

Support graduate-led development of Python-based experimental games modeling framework. Write code to expand the library and integrate with other frameworks.

UNITED WAY OF SANTA CRUZ

Oct 2017 – June 2018

Project Management Intern

Recruit and lead a team to design, develop, and test an installation/board game experience with a social message. Coordinate with team members and people from NPOs and academia to plan project schedule and organize public events.

Education

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

B.S. Computer Science: Computer Game Design
