

Anthony Calandra

Software Developer

Candidate for Bachelor of Computer Science – University of Waterloo

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SUMMARY OF SKILLS

- Languages: JavaScript (ES6+), C++(11+), C, Java, Racket.
- Libraries & Frameworks: Hadoop, Spark, V8, JerryScript, React, Redux, Ramda, jQuery.
- Passionate about open-source and a frequent contributor.

EXPERIENCE

Fitbit, Embedded Software Engineer Intern, May 2018 – August 2018

- Worked with the Fitbit SDK team to deliver new APIs for watch developers.
- Contributed to the IoT JavaScript engine, JerryScript, adding to standard library APIs such as TypedArray, performance optimizations, and a prototype for ES6 shorthand object literals.

C++Now 2017/2018, Student Volunteer, May 2017/2018

- Assisted in administrative duties such as talk moderation and conference setup for the C++Now 2017 and 2018 conferences hosted in Aspen, Colorado.
- Watched a variety of talks related to advanced C++ software development, and future C++ language and library proposals.

escript, Embedded Developer Intern, May 2017 – December 2017

- Architected a native C++11 Node.js module that acts as an interface between a Promise-based JavaScript API and an event-based V2X security C API. Live in City of Stratford project.
- Wrote a GPS API in C used by embedded devices that sits on top of APIs provided by the device vendors, or libgps for devices that support it.

NOTABLE SIDE PROJECTS

Modern C++ Reference Sheet github.com/AnthonyCalandra/modern-cpp-features

- A cheat sheet of modern C++ 11/14/17 features with short descriptions and code examples.
- One of GitHub's top starred repositories in 2016 and 2017.

CHIP-8 Emulator github.com/AnthonyCalandra/chip8-emu

- All 35 opcodes implemented.
- Uses the SDL library for the GUI and synchronization primitives from C++'s standard library.

GBA Pong github.com/AnthonyCalandra/gba-pong

- Classic pong game fully playable on actual GameBoy Advance hardware or emulators.
- Written in C, features a basic graphics library, font system, BIOS function calls, DMA.

CS 343 (Concurrency) Final Project

- CS 343 is a concurrency course at the University of Waterloo. Final project was, with a partner, writing a network of concurrent systems that interacted with each other.
- Used various locks, monitors, administrators, and other concurrency tools to complete project.

EDUCATION

Candidate for Bachelor of Computer Science, Honours Mathematics, University of Waterloo, Ontario, Canada, Class of 2019.
