Calvin Golas

Software Engineer

I specialize in machine learning, cloud technology, and back end website development. In my past work, I've integrated a neural network into biological research, led teams at hackathons and built heavily scalable systems.

calvingolas@gmail.com ✉

(805)453-9083 📱

Pasadena, California 📍

github.com/calvingolas ⦿

EDUCATION

BS Computer Science Major
Westminster College

08/2017 - Present   *GPA: 3.877*

Courses

- Algorithms and Data Structures (A)
- Software Engineering (A-)
- IOS App Dev (A)
- Databases (A)
- Graphics (A)
- Computer Architecture (A)
- Computer Networks (A)
- Machine Learning (A)

WORK EXPERIENCE

Software Developer Engineer Intern
Amazon

06/2020 - 08/2020   *Detroit, Michigan*

Achievements/Tasks

- Built a cluster-hosted database capable of ingesting one million requests per hour.
- Automated cloud deployment of application resources to make individual developer environments easily reproducible.
- Participated in code reviews to increase code quality and readability.

Machine Learning Research Assistant
Westminster College

06/2019 - 08/2019   *Salt Lake City*

Achievements/Tasks

- Collaborated in a team of four in tandem with another team.
- Came up with a machine learning solution in six weeks using images to track the habits of the local pelican population.
- Ran transfer learning on a single shot detector using personally marked up images.

Computer Science Teaching Research Assistant
Westminster College

05/2019 - 04/2020   *Salt Lake City*

Achievements/Tasks

- Graded python and java assessments.
- Input student data for later analysis.
- Wrote Python scripts to automate tasks.

SKILLS

`Java` `Python` `Swift` `SQL` `JavaScript` `HTML` `CSS` `C` `Bash` `AWS` `Flask` `Unity` `TensorFlow`

PERSONAL PROJECTS

The PeliCam Project (06/2019 - 08/2019)
- A six week long research project where I trained a neural network machine learning model to recognize pelicans in thousands of Salt Lake island images.

Scuffed Pizza (10/2019)
- Worked in a team of four at a hackathon to build a minimalist pizza ordering website utilizing SQL, Flask, and Twilio.

The Runner Game (01/2019 - 05/2019)
- Worked in a group on a four-month long project where we used Unity and C# scripting to build an infinite runner game designed to teach math at an elementary school level.

ORGANIZATIONS

Creative Coding Club (02/2019 - Present)
Founder/Club Co-President

Boy Scouts of America (2011 - 2017)
Eagle Scout

LANGUAGES

English
Full Professional Proficiency

Spanish
Limited Working Proficiency

French
Elementary Proficiency

INTERESTS

`Electrical Tinkering` `Backpacking` `Digital Fabrication`