

Calvin Atlan

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Education

2015 Bachelor of Science

Major in Computer Science: Game Design
University of California, Santa Cruz

2010 Baccalauréat Économique & Social

Lycée Français de Los Angeles
Graduated with Honors (Cum Laude)

Programming Languages

Java, Typescript, ES6, Swift, C#, C++, Python
LC3 Assembly, MIPS Assembly

Technologies

Angular, Node, CSS3, HTML5, Git
Xcode, Android Studio, Eclipse, Visual Studio
Adobe Series: Photoshop, Illustrator, Dreamweaver
Unreal 4, Unity, Blender, OpenGL

Natural Languages

Fluent in English & French.
4 years of Spanish and many language immersion
trips to Spanish speaking countries.

Work Experience

The Agency RE | Beverly Hills, CA

Software Developer | December 2016 - Present

- Helped a ground up rebuild of the existing front-end using Angular
- Database design and programming for business critical assets
- Create web app back-ends on remote virtual machines

PRØHBTD | Los Angeles, CA

Web Media Intern | August 2016 - November 2016

- Streamlined custom CMS back-end experience
- Made shell scripts for media preparation (image resizing and file organization)
- Found and fixed crucial front-end bugs
- Used downtime to make CSS improvements still used throughout the site today

Scout Idea Ranch | Los Angeles, CA

Full-Stack Developer Intern | Summer 2016

- Improved frame-rate of another developer's front-end javascript
- Learned MEAN stack and made a custom e-commerce web-app
- Upkeep of multiple clients' business websites
- Came up with design propositions for potential clients

Timidity | Los Angeles, CA

Lead Developer | September 2015 - April 2016

- Co-founded startup
- Wrote iOS app in Swift
- Designed UI and UX

American Elements | Los Angeles, CA

Assistant Web Developer | Summers of 2011 & 2012

- Greatly improved productivity for the whole Web department with batch scripting
- Improved SEO ranking of website
- Put company on radar of Social Media and Wikipedia

Personal & Team Projects

Bubble Cubed (Android) | Summer 2015

- Team lead and Scrum Master
- Taught 4 pure CS majors game development
- Optimized game (implemented Quaternion Slerp for smoothness and Object Pooling for performance gains)

A Room Too Far (PC) | Winter 2015 - Summer 2015

- Head of AI team
- Implemented custom State Machines
- Added path-finding (A*)
- Fine-tuned enemy behavior (Threat tables and simple decision trees)

Spelunky: Companion Mod(PC) | Fall 2013 - Winter 2014

- Modded Spelunky
- Custom Sprites & Behavior
- AI uses Hierarchical State Machines
- Implemented A* path-finding