

Jacopo Calvi

SOFTWARE DEVELOPER

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jacopocalvi.com 

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SKILLS

Languages JavaScript/TypeScript · Go · Python · SQL

Frameworks Svelte · Vue · Laravel

Tools Docker · Git · GitHub Actions

EXPERIENCE

Intern/Software Developer – Unusual Technologies [Jun 2025 - Nov 2025]

- Started off as a summer intern, then continued working as a software developer.
- Built internal toolings for handling contracts with clients, using Laravel, Filament and Vue.
- Other occasional tasks involved Unity and Wordpress.

Freelance Software Developer [Oct 2024 - Jun 2025]

- Developed a browser-based, multiplayer game using Unity and JavaScript.
- Improved an internal project management system, built with Laravel, Filament and Vue.

PAL Mentor – University of Sussex [Sep 2024 - Jun 2025]

- Provided academic support and guidance to peers within the informatics department.
- Helped organize, design, and lead workshops on various topics, such as Python fundamentals.

Production Assistant/Roaster – Trading Post Coffee Roasters [Oct 2021 - Dec 2023]

- Responsible for logistics, equipment maintenance, and training of staff throughout numerous sites.
- Later promoted to roaster, in charge of supporting and roasting for the Chichester site.

EDUCATION

BSc Computer Science – University of Sussex [Sep 2022 - Jun 2026]

First Class Honours (83/100)

PROJECTS

FSA Toolkit – Svelte [fsa-toolkit.jacopocalvi.com]

A web application for drawing, editing, and simulating Finite State Automata. The application operates entirely on the frontend, using localStorage to persist the user's workspace.

Chess-sh – Go · SQL · Docker [ssh chess.jacopocalvi.com]

Multiplayer chess accessible via SSH. The user can play against bots, or matchmaking against other players. It requires no install nor signup, instead it uses the user's SSH key to log them in.

Mise En Place – Laravel · Vue · Docker [mise.jacopocalvi.com]

A personal recipe manager, allowing to create, edit, share, and import recipes, in order to store them all in one place. Requires signup, but it is free to use.

Rick's Ranch – Unity · C# · Godot [cactuusus.itch.io/ricks-ranch-remastered]

Fun retro shooter, built as part of a 24-hours long hackathon. It was originally built using Unity, but I later re-wrote it in Godot, in an attempt to polish the game and remove all known bugs.

AWARDS

64th place – NWERC

[Nov 2024]

European competitive programming contest. I was part of a team of three, representing the University of Sussex.

2nd place – HackSussex' Coders Cup

[May 2024]

Competitive Leetcode-style tournament, streamed live and available [here](#).

4th place – PWNED-5

[Mar 2024]

Capture-the-flag cybersecurity competition, hosted by the University of Edinburgh. I was part of a team of six, representing the University of Sussex.

1st place – HackSussex' GameJam

[Nov 2023]

I was part of a team of five, we created Rick's Ranch and won the main event, as well as the "most unconventional controls" track.