

# Rodrigo Kalvans

## Software Engineer

I take a very practical and pragmatic approach to everything that I do. I care for the people around me and try to pull them along whenever I get to make an upward step. In general I reach for opportunities and new experiences always and I do not shy away from challenges or the need for personal improvement. Difficult times are somehow the most comforting and enjoyable.

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## EDUCATION

### Software Engineering

Saxion University of Applied Sciences

08/2020 - Present

Deventer, the Netherlands

### Blockchain Honors Program

Saxion University of Applied Sciences

08/2021 - Present

### Software Engineering Minor

University of Wisconsin - Stout

08/2022 - 12/2022

3.5 GPA

Courses

- Cybersecurity, Operating Systems and Entrepreneurship

## WORK EXPERIENCE

### Software Engineer

Heartland Finance

01/2023 - Present

Amsterdam, the Netherlands

Creating web-based financial asset management software

Achievements/Tasks

- Coordinated and led the implementation of transaction monitoring across all Heartland Finance systems
- Worked on building out the KYC and user onboarding processes
- Built integrations between different asset vendors and the Heartland Finance system

Contact: *Chhay Lin Lim* - [Chhay@heartland-finance.com](mailto:Chhay@heartland-finance.com)

## SKILLS

JavaScript

C++

Java

Project Leadership

Mobile Development

Web Development

Full-stack Development

Strategic Communication

## PROJECTS

### TCorvus (01/2023 - 07/2023)

- Built a web-based social media platform allowing tutors and students to connect. The key features included payments, account management, email automation and deployment/hosting.

### House Party App (09/2023 - 11/2023)

- Build a mobile application that allows users to create and manage parties and applications to their parties by other users. This was built using React Native for the frontend and Spring Boot for the backend. The app was also fully dockerized and deployed on AWS.

### Multiplayer Game in the Browser (02/2022 - 04/2022)

- Worked in a team of 11 people to build a browser-based multiplayer puzzle game using PhaserJS. This project involved not only the technical side, but also managing a team of over 10 people. I led the development for half of the team.

### Office Workspace Scheduling App (08/2021 - 11/2021)

- Together with a team of 4 built a web application for a small sized company in the Netherlands. The app allowed employees to schedule office time and an office workspace for their in-person time at work.

## LANGUAGES

Latvian

Full Professional Proficiency

English

Full Professional Proficiency

Spanish

Elementary Proficiency

## INTERESTS

Billiards

Cooking

Backpacking

Blues music