

Roman Calderon

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SUMMARY

Software engineer with 14+ years of experience building interactive, user-facing products across web and experiential platforms. Currently focused on full-stack web development with a background in real-time systems and immersive tech that informs how I think about performance and UX. I integrate AI-assisted development tools into my daily workflow and believe the best software sits at the intersection of solid engineering and genuine craft.

WORK EXPERIENCE

Lead Software Developer

2020 – Present | MVP Interactive | Philadelphia PA

- Led full-stack development of interactive sports and fan engagement applications (web and native) deployed at live venues for clients including the MLB, NFL, NHL, and U.S. Military Academies
- Built real-time data processing systems supporting high-speed MR/AR experiences, processing precise sensor input and tracking live performance data
- Architected server/client communication layer for real-time leaderboard and impact-sensor integration, deployed across multi-stop college football tour events
- Delivered permanent, large-scale mixed reality installations – a first-of-its-kind deployment for the client
- Worked alongside engineering team to migrate backend integrations to Django, contributing API specification definitions that reduced cross-team friction
- Built internal tooling for cross-cutting concerns, improving development velocity across projects
- Stabilized and maintained legacy codebases, ensuring consistent delivery quality

Freelance Web Developer

2023 – Present | Independent

- Designed and developed full website for OneEleven Desert Stays, a boutique property management company in the Coachella Valley, built in Webflow
- Implemented CMS-driven property listings, synchronized availability calendars, and direct inquiry/booking flows
- Collaborated with clients to evolve site content, structure, and features as the business grows

Junior Frontend Developer - Unity

2019 – 2020 | VNTANA | Los Angeles CA

- Built interactive hologram applications with gesture recognition using Unity and proprietary cloud backend
- Developed an automated 3D asset preview generation pipeline, reducing manual asset processing time
- Prototyped AR hand and object tracking for a mobile jewelry try-on application

Unity Developer

2019 – 2019 | Loot Kit Studio | Remote

- Extended development for mobile Unity game
- Converted designs to functional UI and implemented into gameplay systems
- Close collaboration with other developers and participated in Scrum remotely

Instructor

2017 – 2018 | iD Tech Camps | UCI, Irvine CA

- Instructed Unity and C# programming courses for iD Tech Camps, developing and delivering curriculum covering game development and core software engineering concepts

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SKILLS

Web: React, Next, SvelteKit, HTML, CSS, Webflow

Backend: .NET, ASP.NET Core, Node, RESTful + GraphQL APIs, Django

Cloud & DevOps: AWS, Azure, Docker containerization, CI/CD

Database: SQL Server, Postgres, Supabase, Cosmos DB, SQLite

Languages: JavaScript/TypeScript, C#, C++

Interactive/XR: Unity, gesture-based systems, MR/AR (prior focus)

Tooling: Cursor, VS Code, Visual Studio, Git

ACHIEVEMENTS

January 2023 – Multi-interactive, large-scale permanent launch for the Columbus Blue Jackets

- Built and delivered first-of-its-kind software solutions as permanent installations to enhance fan-engagement eSports lounge
- The interactive environments involved mixed-reality games leveraging high-speed sensors enabling users to monitor their own performance in real time while engaged in a rewarding hockey-themed experience

December 2023 – New, on-site launch for USAA

- Led development of a real-time, immersive football experience with custom impact sensors and live leaderboard, deployed across Army, Navy, and Air Force Academy tour stops – culminating at the Army/Navy Championship in Foxboro, MA with hundreds of engaged users per event
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EDUCATION & CERTIFICATIONS

Saddleback College – Mission Viejo, CA

- Computer Science – 2016 - 2018 | President, CS/Game Design & Development Club
- LinkedIn Learning – Fluent API Development in C#, 2021