



# Léo Calendini

## SOFTWARE ENGINEER

### PROFILE

3 years across freelance and product development, strongest in C#/.NET, building in TypeScript. I care about simple, correct code, and systems that are easy to reason about and hard to break. Curious, autonomous, and looking for a team that takes engineering craft seriously.

### FEATURED ENTRY

**Rentier (TypeScript)**: ground-up rewrite of an early project as a **pure**, fully-typed game engine, command/event architecture (**intent** in, events out), domain logic fully decoupled from rendering, tests as the executable spec. [github](#)

### EXPERIENCES

#### DEV COBOL/.NET - BANK

SEPTEMBER 2025 - NOW

- Developing and maintaining critical bank applications on **Mainframe** IBM z/OS.
- **COBOL** on **TSO/ISPF**, **batch** / **online** execution analysis (**JCL**).
- Developing **heavy clients** in **VB.NET**.
- Using **AZDO** to manage code, tasks and **CI/CD pipelines**.

#### COBOL COURSE & LEARNING PROJECT (TECH LEAD)

2025

- 2-month course, followed by a 1-month end-of-study project -> [github](#)
- **Managing** a team of **10 developers**.
- Drawing up a COBOL **technical chart**, Git guidelines and **Agile** organisation (Scrum/Kanban).
- Setup and management of the **Jira backlog**: splitting into **tickets**, defining **deliverables**.
- Technical lead: **conception**, **validation** of COBOL structures, and **code review**.

#### FREELANCE

2023 - 2024

- Developing a **fullstack** accounting **software** for artisanal business purposes: conception of the **database**, handling simple accounting **flows**, generating **reports**, intuitive UI.
- Creating video games in Unity (C#), including basic AI, interface, **build pipelines**, gameplay logic, **multiplayer** lobbies and **cross-platform** tests.
- Direct **collaboration** with **clients**: translating business needs into technical specifications, regular **deliverables**, user **testing**.

#### IT TEACHER

Magic Makers

2022

- Leading programming **workshops** and IT culture for middle school and high school students, in **Python** (AI - **Tensorflow**, **Flask**) and creative tools.
- **Installation** and preparation of technical hardware, **configuration** of work environments.
- Individualized student **follow-up**, **pedagogical** relationship with parents, managing **groups** up to 15 participants.

#### ÉCOLE 42 PARIS

2019 - 2021

### PERSONAL PROJECTS

- **Voxel** engine (C++ / OpenGL): generation and real-time rendering of voxel volumes, **chunks** management, free **camera** interface, hand-coded **rendering pipeline**.
- Multiplayer games on Unity: implementation of **client-server logic**, network **synchronisation** (**RPCs**, prediction), Photon **Fusion** and Unity **Netcode** integration.
- Cub3D / Fractol (42): **Raycasting** style Wolfenstein 3D (1992), **fractals** manipulation.

### SKILLS

|           |           |          |
|-----------|-----------|----------|
| C         | C++       | COBOL    |
| Python    | <b>C#</b> | Assembly |
| <b>TS</b> | Unity     | VB.NET   |
| Bash      | JCL       | SQL      |

|              |             |
|--------------|-------------|
| VS Code      | Unity       |
| <b>Git</b>   | GitHub      |
| Docker       | Claude Code |
| Azure DevOps | z/OS        |
| OpenGL       | TSO / ISPF  |
| Postgres     | Jira        |

Currently learning **Rust**. Building a small audio DSP processor -> [github](#)

### LANGUAGES

French Native C2

English Fluent C2

### HOBBIES

#### Travels

|        |           |
|--------|-----------|
| Greece | Amsterdam |
| Canada | Andalusia |

**Tour de France** with **Winamax**

**Bouldering**, inside

Daily **Bike**

Making **video games**

### REFERENCE

Alexandre Liné - Simplon HDF

COBOL Teacher

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### CONTACT



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