Clayton R. Joseck

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EDUCATION

Texas A&M University   **College Station, Texas**
Bachelor of Science, Computer Engineering   *December 2018*
Minor in Mathematics

WORK EXPERIENCE

Cerner Corporation   **Kansas City, Missouri**
Software Engineer   *May 2019 — Current*
- Automated crucial security checks and remediation on company-wide systems as a part of the DevSecOps team
- Own several tools/processes created by DevSecOps team
- Applied solutions across various operating systems and architectures
- Saved system engineers/owners countless work hours by creating automation tool for scanning server settings
- Developed multiple website front-ends using ReactJS
- Configuration management

Equity Real Estate and Company   **Bryan, Texas**
Website Manager/Developer   *May 2018 — December 2018*
- Redesign and convert all websites to follow responsive design
- Design and Manage MailChimp emails
- Management of all websites

SKILLS

- Python, ReactJS, HTML, CSS, JavaScript, PowerShell, C++, Git, GitHub, DevOps, DevSecOps, PowerShell DSC, Functional Programming, Object Oriented Programming, and Event Driven Programming

PROJECTS

- Braille Printer – Used Python, Google Speech API, Pytesseract, and other libraries to convert a CNC Machine into a braille printer. This allows for a cheaper solution than purchasing a conventional braille printer. This project also allows the visually impaired to print their own braille.
- Portable Gaming Unit - Develop a portable Retro Pie gaming system using C++ and the Kinect gaming API. Used C++, Kinect gaming API, Retro Pie for Raspberry Pi, and other components to integrate a portable gaming device within a briefcase. This gaming unit allows players to play classic games such as Mario World using motion commands via the Kinect. A link to the demo video can be found here: https://youtu.be/D9kzakYD-NE.
- Shading Program – Use C++, OpenGL, and Glut to import a simple OBJ file to create desired shape/image with classic shading techniques such as flat, Gouraud, and Phong shading.
- Polygon Scan Conversion and Clipping Program – Uses C++, OpenGL, and Glut to draw and clip polygons on screen. The user is able to draw any polygon on screen and then select any area to clip the polygon within.
- Themed Minesweeper- Uses C++ and FLTK to create a Mario themed minesweeper game. This is a playful take on the classic Minesweeper game that also has a debugging mode.