Clayton Smith

(978) 427-1315 ~ Clayton@ClaytonSmith.io ~ GitHub ID: ClaytonSmith

Languages - Environments

JavaScript: Very strong - NodeJS, AngularJS, jQuery, Mocha, NPM, Bower, Gulp

Ruby: Very strong

Python: Proficient

C, C++: Proficient - QT, OpenCV, GDB

Unix/Linux: Preferred development platform, 5+ years development experience.

Work Experience

CloudLock - Salesforce Development Group Summer 2015
Full-stack engineer intern

Implemented new customer facing features using modern web development tools.

Addressed areas of extreme technical debt.

Extended capabilities of core backend services to support new frontend features.

Worked closely with UI/UX designer to maintain a constant look and feel throughout the product.

Mercury Systems - Silicon IP Group Summer 2014 - Summer 2015
Software Engineer co-op

Designed and built modular frameworks for regression testing both hardware and software developed by the embedded systems engineers.

Standardized department's virtual testing and development environments.

Created applications to help manage large CAD libraries.

University of Massachusetts Lowell 2013-2015
Computing I - IV Grader and Peer Tutor

Wrote automated grading applications that compiled and ran student programs, generating reports for the professor to later view.

Tutored Computing I through IV students, helping the students better understand their course materials.

Kyos Systems, North Andover, MA 2011 - 2013
Data Entry

Managed front end of large OCR system to extract information from scanned documents and records.

Classified and categorized information provided by the client using in-house software.

Education

University of Massachusetts Lowell
Bachelor of Science: Computer Science
Graduated: December 2015

Core Coursework:

Computing I - IV: Computing I & II focused on implementing data structures in C while developing in a Linux environment. Computing III & IV extended the concepts from Computing I & II with a focus on object oriented programming while emphasizing reusable design patterns.

Operating Systems: Gained experience working with major components of operating systems, including the process and thread abstractions, deadlock management strategies, concurrency and synchronization mechanisms, processor allocation, and distributed processing.

Graphical User Interface Programming I and II: A two-semester project sequence geared toward the development of web based graphical user interfaces built using modern tools including HTML5, CSS3, and JavaScript. The second half of the project sequence broadens the scope of the course to include working with sever side components(MEAN web stack).