Grayson Clark

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WEBSITES, PORTFOLIOS, PROFILES

- https://faultypine.github.io/#/
- https://github.com/FaultyPine
- https://www.linkedin.com/in/grayson-clark-ab67a2221/

SKILLS

- **Programming Languages:**
- C++
- Python
- Rust
- C
- Java
- C#
- HTML/CSS
- **Tools:**
- Unix/Windows terminals
- Debugging - GDB/debuggers
- Software testing - Unit tests
- Git
- Unity/Godot
- **Other:**
- Computer Networking
- Cooperation with teammates
- Tutoring students
- Library design
- Documentation
- Requirements analysis and design

EXPERIENCE

Camp Counselor, Deerfield Park District, May 2015-July 2020
Deerfield, IL
- Led and was responsible for a group of 13 kids
- Coordinated and led group activities for campers and counselors
- Helped campers build confidence and self-esteem through consistent guidance and mentoring
- Collaborated with staff to establish and maintain supportive and structured environment
- Maintained effective consistent communication with parents and families.

EDUCATION AND TRAINING

Bachelor of Science
Computer Science, Game Development, Indiana University, Bloomington IN Expected in May 2024
GPA: 3.6
Topics covered in my classes: Python, Java, Data Structures & Algorithms, Discrete Structures

PERSONAL PROJECTS

- Lead developer/Creator of Brawlback - an implementation of Rollback Netcode and Integrated Matchmaking for Super Smash Bros Brawl
- Formerly lead developer for HewDraw Remix, an open source modification of Super Smash Bros Ultimate, written in Rust. Was responsible for framework restructuring/maintenance, basic CI/CD infrastructure, an auto updater/launcher, gameplay modifications, and various other project related contributions. Currently we have ~25 contributors and ~4000 active players. The project is composed of approximately 100,000 lines of Rust, as well as python scripts for automating various tasks and infrastructure,
- Created UltimateModShop, a homebrew application written in C++ for the Nintendo Switch that allows users to download, install, and manage Smash Ultimate mods directly on their switch, using the GameBanana API.
- Created multiple modification plugins for SSBU (Smash Ultimate) in Rust, as well as a guide to creating those plugins. This taught me about how to teach other people complicated topics, and how to create and maintain shippable products while making sure users are satisfied.
- HeapRegionDiffGenerator: A python script that takes in binary files and parses differences between them while styling the output into a format I use for Brawlback. This is a good example of the kinds of tools I create to work more efficiently.
- Created various Unity projects that recreate specific mechanics from popular games, like The Legend of Zelda: Breath of the Wild, and No Man's Sky.