

Grayson Clark

gclark1013@gmail.com / 847-951-1965 / Deerfield, IL 60015

Summary

Self-motivated programmer successfully managing multiple, concurrent projects on consistent basis. Experienced in developing applications and features for a multitude of development environments. Innovative professional willing to work hard to drive business success.

Experience

Deerfield Park District - Camp Counselor *06/2015 - 08/2020*
Deerfield, IL

As a Camp Counselor, I...

- 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 using email.

Personal Projects

- Lead developer/Creator of Brawlback - a Work-In-Progress implementation of Rollback Netcode and Integrated Matchmaking for Super Smash Bros Brawl.
 - <https://www.patreon.com/brawlback>
 - <https://twitter.com/FaultyPine/status/1492884963515064322>
- Formerly lead developer for a modification project to Super Smash Brothers Ultimate called HewDraw Remix. We have ~9.5k cumulative downloads, and have had two articles written about it.
 - <https://gamebanana.com/mods/38888>
 - <https://comicbook.com/gaming/news/super-smash-bros-ultimate-hewdraw-remix-mod-released-nintendo-switch/>
 - <https://www.invenglobal.com/articles/16697/hungrybox-hdr-modding-ultimate>
- Creator of UltimateModShop, a homebrew application written in C++ for the Nintendo switch that allows users to download, install, and manage Smash Ultimate mods on their switch, from their switch using the GameBanana API. <https://github.com/FaultyPine/UlimateModShop>
- BOTW-Mechanic-Recreation: a small Unity project where I recreated the Stasis rune from The Legend of Zelda: Breath of the Wild in Unity. <https://github.com/FaultyPine/BOTW-Mechanic-Recreation>
- Created multiple modification plugins for SSBU (Smash Ultimate) in Rust, as well as a guide to creating those plugins. <https://gamebanana.com/members/1696347>
- Created a (WIP) Twitch Integration plugin for SSBU in Rust. https://github.com/FaultyPine/SSBU_Twitch_Integration
- Created a quick-and-dirty python script that takes in binary files and parses differences between them into a format I use for Brawlback. <https://github.com/FaultyPine/HeapRegionDiffGenerator>

Skills

- C++
- Python
- Rust
- C
- Java
- C#
- Unix
- (Low-level or high-level) Networking
- Cooperation with teammates
- Tutoring students
- Library design
- Documentation
- Proficient in HTML/CSS
- Requirements analysis and design phases
- Software testing
- Debugging

Education and Training

Expected in 05/2024

Indiana University Bloomington
Bloomington, IN

Bachelor of Science: Computer Science

- Majoring in Computer Science with a specialization in Game Development
- 3.6 GPA

04/2020

Deerfield High School
Deerfield, IL

High School Diploma