HOLDEN CLARK

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EDUCATION

University of North Carolina at Charlotte Expected Spring 2024

Bachelor of Science, Major in Computer Science, Concentration in Data Science
Cumulative GPA: 3.42
Major GPA: 3.75
Relevant Coursework: Software Engineering, Software Development, Cloud Computing for Data Analysis, Operating Systems and Networking, Database Design and Implementation, Data Mining, Logic and Algorithms, Data Structures

EXPERIENCE

Web Browser Game Constructed a website with the frontend using Typescript with React framework, backend with Express server and Node, and MongoDB for database. Website asks users for a username before they play the game then routes them to play the game and saves the scores to the database before routing them to the leader board page where top ten scores from all users are listed. Database hosted with AWS.

Esports Website Constructed a website, using React, Node.js, NextUI components, and Tailwind CSS, for an esports team that lists the current players with player cards representing their stats. As well as providing social links for all players on the page.

StarCraft AI Bot Developed a bot in Python for StarCraft 2, leveraging an API for direct interaction with the game. The bot consistently outperforms Blizzard's in-game AI using set guidelines to direct it in a variety of in-game situations, demonstrating its effectiveness and robustness.

Alien Invasion Developed a fully playable Space Invaders clone using Pygame, featuring score and level tracking for enhanced user engagement.

Age Calculator App Using React, Node.js, NextUI components, and Tailwind CSS, the application lets the user input their date and time of birth resulting in their exact age in years being shown to 10 decimal places allowing you to see their age in real time.

Personal Website Constructed a personal website with HTML, JavaScript, and CSS, and deployed it via Vercel. The site serves as a portfolio for personal projects and resumes, with plans for future enhancements including project updates and tracking.

StarCraft Counter App Developed a StarCraft 2 game counter application using HTML, JavaScript, and CSS, designed to track the number of games played and calculate the win/loss ratio of those matches.

SKILLS

Programming Languages	Python, Java, JavaScript, Node.js, TypeScript, SQL
Technical Skills	Git, GitHub, React, Visual Studio Code, PyCharm, MongoDB, MySQL Workbench
Soft Skills	Problem-Solving, Analytic Skills, Curiosity, Communication, Teamwork, Initiative

WORK EXPERIENCE

Customer Service Representative, Domino's Charlotte (July 2023 - October 2023) Consistently provided friendly guest service and heartfelt hospitality. Promptly handled guest concerns and complaints. Demonstrated integrity and honesty while interacting with guests, team members, and managers. Maintained high standards of customer service during high-volume, fast-paced operations.

Preceptor for ITSC 1600, UNC Charlotte (August 2023 - Current) Provided a healthy and friendly environment for students to show initiative and ask questions. Assisted students when faced with questions about classes relating to computer science or general questions about campus-related activities and events.