Seattle, WA

Connor J. Clark

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EMPLOYMENT

Freelance Developer   Nov. 2014 – Apr. 2015, Dec. 2016
                                                            – Present
- Developed custom web applications. Ruby On Rails, Express (Node.js)

Software Developer Lead   **CAPSHER Technology**   Jun. 2015 – Dec. 2016
- Developed iOS and client-server applications
- Developed both front end interfaces and backend support for new features using an in-house JavaScript and C++ web framework. Focus on load times and user experience
- Automated art pipeline by using ImageMagick to generate dozens of application-specific images from high quality asset source images
- Broke down tasks for junior developers
- Contributed framework improvements that reduced memory leaks, increased maintainability, and improved performance across all applications
- Worked with summer interns. Introduced them to professional development roles and company culture

Resident Adviser   **University of Houston**   Aug. 2014 – May 2015
- Assisted students in their college endeavors - time management; tutoring; setting up for success.
- Organized events focused on community building, personal development and education

EDUCATION

Houston, TX   **University of Houston**   Aug. 2012 – May 2015
- Bachelor of Science in Computer Science, May 2015. In-major GPA: 3.7, Cumulative GPA: 3.33

TECHNICAL EXPERIENCE

Projects
- **NASA Speech Intelligibility Testing Tool (SITT)** (2014 – 2015). Automates the creation, administration and scoring of SITs. Assesses sound quality of communication hardware in extreme environments. Project Lead, Architect. Rails, Ruby
- **Gridia** (2013 – Present | cjamcl.com/gridia). Multiplayer online game with a procedurally generated, persistent world. Highly configurable, focused on user driven content. In 2015, Gridia advanced to the semifinals of the US Imagine Cup, Microsoft's annual game design competition. Sole Developer. Java, C#, Groovy
- **as3unit** (Feb. 2015). A unit testing framework for ActionScript 3

Languages and Technologies
- Proficient: C++; C; Java; JavaScript; Node.js + Express; Rails; React; Objective-C; C#; Ruby; Python; Unity; AngularJS
- Experience: SQL; Groovy; Dart; ActionScript