

Seattle, WA

Connor J. Clark

(979) 985-7187
cjamcl@gmail.com
cjamcl.com
github.com/hoten

Employment

Programming Consultant

Dec. 2016 – Present
Seattle, WA

- Relocated to Seattle seeking more interesting opportunities
- Mentoring students attending local coding schools. I provide tutoring services and develop targeted lesson plans
- Create custom mobile and web applications using modern web technologies
- Primary tech: Express (Node.js), ES6, React and React Native

Software Developer Lead

CAPSHER Technology

Jun. 2015 – Dec. 2016
College Station, TX

- Broke down tasks for junior developers and mentored interns
- Developed distributed data aggregation system consisting of iOS apps and a reporting frontend (Objective-C, C++, JavaScript)
- Transitioned suite of iOS apps (12) to utilize ARC features
- Automated art pipeline by using ImageMagick to generate many application-specific images from source material

Full Stack Developer

Code Awesome

Nov. 2014 – Apr. 2015
Houston, TX

- Created custom web application for gamifying surveys geared toward medical professionals
- Primary tech: Ruby On Rails, JavaScript

Resident Adviser

University of Houston

Aug. 2014 – May 2015
Houston, TX

- 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