Nakota Clark

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Objective

- To obtain a full-time position in Computer Engineering, beginning May 2026

Education

Iowa State University – Expected May 2026

Bachelor of Science in Computer Engineering

Skills

Languages: C, Java, Python

Technologies: Git, Linux, Android,

Other: Data Structures, Algorithms, Embedded Systems, Server Management

Experience

IT Support Technician – Granger, IA Aug 2023 – Present

- Identified faults in telecommunications systems by using a top-down approach and troubleshooting principles, which were then able to be repaired
- Improved clients' computers by replacing parts, troubleshooting software problems, migrating data, and expanding partitions using Clonezilla

Cook, Granger Nursing and Rehab – Granger, IA June 2020 – Present

- Provided nutritious food that also tasted good to 50+ people while adhering to strict time constraints and safety protocols

Projects

VHDL MIPS Processor github.com/nakotac/mips_processor

- Created multiple MIPS processors from scratch using VHDL, which support the complete MIPS instruction set and are programmable in MIPS assembly.
- Designed and implemented each of the sub-components using behavioral VHDL and integrated them into the processor using structural VHDL

Sorry! Online github.com/nakotac/coms309

- Developed an Android app for the game Sorry! that uses an SQL server with a REST API to handle account validation and prevent storing data locally
- Implemented sockets for the gameplay so that the players get live updates, which improved the user experience compared to HTTP requests.

CyBot Mars Rover github.com/chuckdud/288_final_proj

- Developed embedded software in C to control a modified Roomba, either autonomously or manually, around an obstacle course
- Integrated the data from many different sensors, including ultrasonic and infrared, in order to understand the area around the bot, and complete the obstacle course without running into obstacles