

MATTHEW CLARK

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Personal Portfolio (<https://nox16.github.io/index.html>)

TECHNICAL SKILLS

Programming Languages: Java, Python, C++

Web Development: HTML, CSS, Javascript

Design/Prototyping: Figma, Canva, Adobe XD

Project Management: Azure DevOps

Libraries: Pandas, Matplotlib/Pyplot

Data Management: MySQL, Tableau

Hardware: Arduino Prototyping

Platforms: MacOS, Windows

PROFESSIONAL EXPERIENCE

Information Technology Intern | Zionsville Community Schools | Zionsville, IN

May 2024 - August 2024

- Integrated software updates into 700 school devices to alleviate future stressors and unify software utilized by 2,200 students throughout the school year
- Collaborated with data department to design and apply solutions to technical problems in data management and space cohesion

Lead Undergraduate Instructor | Indiana University | Bloomington, IN

January 2022 - August 2024

- Worked with leading instructors to teach and communicate ideas regarding computational logic and discrete mathematics to 50+ students in small groups

Recognitions:

- Informatics Undergraduate Instructor of the Year 2022-2023
- Informatics Excellence as an Undergraduate Instructor Spring 2022, Spring 2023

Teach IT Team Lead | Laurie Burns McRobbie Serve IT Clinic | Bloomington, IN

January 2022 - May 2024

- Lead a team of 5-6 people who organized and lead weekly technology lessons at local education centers for students grades K-12, focusing on technical skills and fundamental technology literacy

Software Engineering Intern | SevenCorners | Carmel, IN

May 2023 - August 2023

- Managed 94 code-based solutions through Visual Studio and Azure DevOps, working to maintain internal databases and consumer facing websites
- Worked with a team of 8 other developers communicating complex technical ideas and maintaining consistent coding styles within the team, translated and communicated technical ideas to external teams

PROJECTS

Odd-Jobs Freelance Work | App Design & Mockup

Project Link (<https://zion.luddy.indiana.edu/i300-sp22/odd-jobs>)

- Identified and researched the freelance work environment and collected data from ~150 college students around their interaction and work habits
- Designed a mobile application meant to give ease of access to freelance work, intended for college ages workers.

Board Games for the Non-Hobbyist | Tableau Data Visualization Dashboards

Project Link (<https://public.tableau.com/app/profile/matthew.clark8686/viz/BoardGamesfortheNon-Hobbyist/Dash1-UserRatings>)

- Created six data visualization dashboards with two to three data representations to present statistical information on the board gaming hobby, designed to be presented for non-hobbyists

EDUCATION

Master of Science | Human-Computer Interaction | Projected 2026

Luddy School of Informatics, Computing, and Engineering

Bachelor of Science | Informatics | 2020-2024

Luddy School of Informatics, Computing, and Engineering

Minors: Human Centered Computing, Computer Science, Web Design and Development

Awards: Luddy Academic Dean's List Fall 2021, Spring 2022, Fall 2022, Spring 2023, Fall 2024, Spring 2024