MATTHEW CLARK

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Personal Portfolio (https://nox16.github.io./index.html)
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TECHNICAL SKILLS

- **Langauges:** Java, Python, C++, Racket/Scheme
- **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

Zionsville Community Schools | IT Technical Support Intern | _Zionsville, IN_   Summer 2022, 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

Indiana University | Lead Undergraduate Instructor | _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

Laurie Burns McRobbie Serve IT Clinic | Teach IT Team Lead | _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

SevenCorners | Software Engineering Intern | _Carmel, IN_   Summer 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