Shane Clancy

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Objectives

Passionate about development of systems design, back-end development, optimization, machine learning, artificial intelligence, numerical analysis, and developing software and solutions to a wide range of interdisciplinary problems. Looking for software engineering positions at the entry level.

Education

Oregon State University   **BS Computer Science with Minor in Mathematics**
3.54 GPA   *June 2020 Expected*

Work Experience

Student Programmer/Analyst   **August 2019 - Present**
Oregon State University Graduate School

- Worked on a team of student programmers, full-time software engineers and graduate faculty.
- Contributed to and gained experience leading projects throughout the software development life cycle from requirements gathering to release and maintenance.
- Developed Object Oriented Programming applications in Salesforce's PAAS environment using Apex, JavaScript and HTML/CSS with attention to shared tenancy constraints.
- Used git to develop features in a repository shared by the team as well as the entire university and GitHub issues, projects, milestones and pull requests to track progress and integrate changes.
- Unit and manually tested all work to meet the platform's required code coverage in order to deploy to production.

Notable Projects

Gesture Recognition using Intel Real Sense Depth Based Camera

- Worked in a small team with 5 other students to develop a low cost product that translates sign language gestures into text classifications using the Python language.
- Responsible and developed the interfaces for the depth based camera, as well as data collection methods for training and testing sets for the machine learning model using the Intel Real Sense API.
- Implemented the Convolutional Neural Network machine learning model in PyTorch with one other group member using a transfer learning approach. Adapted the model to suit our input from the camera and contributed methods to gather data for training and testing.
- Coordinated project workflow and deadlines with group member and clients at Intel.

Weather Information Visualization Project

- Displays categorizable weahter data for the most populated cities in the United States, based on data collected from a third party weather API.
- Allows user to make queries over the data based on filterable criteria and ranges such as state, city, months of the year, average high/low temperature, and rainfall.
- Interacted with the the Google maps API to display city locations that matched user queries.
- Utilizes a Python backend using Flask that serves pages based on SQL database data.

Sudoku

- Web application for an interactive and responsive Sudoku experience where the user can select different difficulties and always be given a different Sudoku map.
- Utilizes React to ensure component driven web development
- Hosted using a NodeJS backend and deployed to GitHub pages environment.

Technical and Personal skills

- **Programming Languages:** Java, C, C++, Python, Apex, JavaScript, SQL, Assembly, MATLAB.

- **Industry Software Skills:** Git, numpy, scipy, scikit, PyTorch, React, Docker, NodeJS, Virtual Box, Flask, Salesforce, Lightning Web Components, LaTeX, Android, Linux, and Windows.

References available upon request