

Kaitlyn Clevidence

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Reno, Nevada
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EDUCATION

University of Nevada, Reno, College of Engineering, Reno NV (4.0) **Expected Graduation May 2027**

- Bachelor of Science in Computer Science and Engineering with a Minor in Mathematics
- Presidential and PREP Scholar

WORK EXPERIENCE

Research Assistant | Department of Psychology | Reno, NV **January 2025 - Present**

- Assist in designing and conducting experiments in digital Mand training to enhance foreign language acquisition.
- Utilize statistical software to develop, maintain, and analyze data regarding verbal behavior and digital Mand interventions.
- Review and synthesize literature on verbal behavior, digital learning tools, and second-language acquisition
- Writing research reports and preparing conference presentation on digital Mand learning methodologies

Bookseller/Barista | The Writer's Block | Las Vegas, NV **Jul 2021 – January 2025**

- Prepare and serve a variety of hot and cold beverages, including specialty espresso drinks, teas, and smoothies.
- Streamlined special orders for customers, ensuring timely delivery and customer satisfaction
- Ensure correct stock levels and timely organization while maintaining a clean and organized workspace

RELEVANT COURSEWORK

Data Structures | CS 302

- Data structures and algorithms fundamental to Computer Science, abstract data-type concepts

Embedded Systems Design | CPE 301

- Field programmable gate arrays, microcontroller architecture, memory and I/O decoding, timers, interrupt systems, analog to digital converters

Analysis of Algorithms | CS 477

- Measures of program run time and time complexity; algorithm analysis and design techniques

PROJECTS

Battleship | C++ | Computer Science II

- Created a classic Battleship game in C++ to be played in a terminal between a user and the computer, which included setting up each player's boards, recording their turns, and updating the win values.

UNO Game | C++ | Association for Computing Machinery Hackathon 2024

- Created an UNO game in C++ to be played between a user and the computer, which incorporated linked lists to keep track of each player's hands, updating the colors, and gameplay interactions with the computer.

ORGANIZATIONS

Theta Tau Professional Co-Ed Engineering Fraternity **January 2025 - Present**

Association for Computing Machinery **September 2023 - Present**

SPECIALIZED SKILLS

Programs:

- Microsoft 365, Google Suite, Git, Visual Studio Code, Linux, LaTeX

Technical Skills:

- Soldering, Circuits, and various programming languages including C, C++, Python, and more
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