

# Tristan Clayman

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**Portfolio:** [Https://tris1997.github.io/](https://tris1997.github.io/)

## EDUCATION

### California State University, Long Beach

Bachelor of Science, Computer Science

December 2024

## TECHNOLOGICAL SKILLS

**Programming Languages:** Python, C++, SQL, C, C#, JavaScript, TypeScript, CSS/HTML, Kotlin, Java, Haskell

**Frameworks & Tools:** React, Node.js, Docker, Firebase, Git, Vite, Plotly, Power BI, Tableau, PostgreSQL, MongoDB, DataGrip, TensorFlow, PyTorch

**Software & Platforms:** Windows OS, Linux (Kali, Linux Mint), VS Code, Visual Studio, PyCharm, Android Studio, Jupyter Notebook, Ghidra, VirtualBox, Microsoft Office Suite (Excel, Word, PowerPoint, Outlook)

## EXPERIENCE

### ABC Unified School District

*ELPAC Tester / Paraeducator*

03/2024 – Present

- Provided one-on-one support to English language learners and special education students based on individualized education plans.
- Administered standardized assessments (speaking, reading, writing, listening) for K-12 students and maintained accurate records in compliance with district standards.

### Acuity Eye Group

*Customer Care Representative*

06/2022 – 12/2022

- Assisted new and existing patients to schedule appointments with doctors.
- Verified insurances to existing patients and verified new patients were within the health network.
- Collaborated with specialists and administrative staff to streamline scheduling and documentation.

### Vons

*Bookkeeper / GM Clerk*

07/2019 – 07/2021

- Reconciled daily cash tills and validated financial reports using Excel, identifying and resolving discrepancies.
- Prepared documentation to support audit compliance and operational reliability.

## PROJECTS

### LanguageLink | Full-Stack JavaScript (React, Node.js, Vite)

- Designed and implemented a full-stack language learning application with real-time multilingual communication powered by the Libre Translate API.
- Integrated Firebase Authentication and Firestore for secure data management and interactive community features (posts, comments, friend system).
- Applied modular design principles to create responsive, scalable UI components with React.

### League of Legends Data Analytics Platform | Python

- Collaborated in an Agile team to develop a data driven application leveraging Riot Games API for real-time match analysis.
- Developed data driven analytical pipelines using Python, Pandas, and NumPy to process and visualize large scale game data.
- Built interactive dashboards with Plotly and integrated CI/CD workflows for automated updates and deployment.

### Peer-to-Peer File Sync System | C++

- Developed a Docker based decentralized file sync system with multi-threaded TCP servers and dynamic node discovery.
- Automated file discovery and synchronization with asynchronous network requests for real-time updates.
- Utilized Git for version control and reproducible containerized deployments.