

Tristan Clayman

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Portfolio: <https://tris1997.github.io/>

EDUCATION

California State University, Long Beach

December 2024

Bachelor of Science, Computer Science

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.