

William Clark

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PROFESSIONAL SUMMARY

Full-Stack Software Engineer with a strong foundation in **Web-applications, AI** and **Audio Signal Processing**. Proficient in Python, C, TypeScript, and SQL database management. Seeking to contribute technical expertise to an SWE position.

EDUCATION

Bachelor of Engineering Computer Science GPA: 3.9 Oregon State University	2026 Remote
Master of Arts Music Technology Innovation Berklee College of Music	2014 Valecia, Spain

WORK EXPERIENCE

AV Systems Engineer / Software Engineer Colour Feeders	Jan 2016 – Present
<ul style="list-style-type: none">Developed in Python and C++ / C# for real-time multimedia processing and remote automation of processes.Constructed high-performance computing clusters for use in real-time audio-visual systems, high-density projection mapping and a 3D video rendering farm for digital media-based art gallery, Artechouse: View their work on InstagramLed full-stack development of interactive installations, leveraging Unity, Node.js, React, and OpenGL frameworks	
Instructor of Audio Recording Arts SAE Institute: Expressions Campus	Feb 2015 – Jun 2017 Emeryville, CA
<ul style="list-style-type: none">Instructed in +2,000 hours of collegiate-level coursework in advanced digital signal processing, and audio engineering.Designed and developed 10+ courses, including Synthesis, DSP, Surround Sound, and Game Audio using Unity, Wwise, and C#.Delivered expert instruction in real-world studio workflows, broadcast, large-format console operation, synthesis, sound design, and audio post-production for film and interactive media.	

PROJECTS

Gen Beats Full-Stack, Generative AI App Github	Dec 2024 – Ongoing
<ul style="list-style-type: none">Developed a generative AI music web app for streaming real-time, original, genre-specific music.Built a React frontend using MaterialUI and Tone.js for automated, audio signal processing and UI interaction.Integrated Meta’s MusicGen model with Transformers and PyTorch with CUDA for GPU-accelerated inference.Deployed the backend on AWS EC2 using Conda for scalable, low-latency performance.	
Chromatic Music DB Full-Stack, Web-Application Github Live	Feb 2025
<ul style="list-style-type: none">Created an SQL database for a fictitious music store using MySQL and writing custom CRUD operations.Implemented front-end with React and Prime React component library for faster development.Back-end created with Node.js, Express custom SQL for connecting to the AWS Aurora database.	
Midway SF Creative Complex AV System Architecture Design Visit Site	Mar 2017 – Dec 2024
<ul style="list-style-type: none">Established advanced technology systems, engineering teams, and AV operations for a large-scale creative event venueBuilt complex, interconnected systems for lighting, audio, video and computer networking. Est. budget over \$3 million.Designed and implemented multi-node, server-based computing environments for digital multimedia installations.Created video, and real time-3d, interactive content for music performances and interactive media installations	

TECHNICAL SKILLS

Languages: Python, C++/C/C#, JavaScript, TypeScript, SQL, Assembly, HTML, CSS, SQL
Frameworks: React, Flutter, Node.js, FastAPI, Flask, Express.js
Developer Tools: Git, GitLab, Docker, Visual Studio, PyCharm, Colab, AWS, Firebase, CloudFlare, CI/CD
Libraries: PyTorch, TensorFlow, Matplotlib, JUCE, Three.js, Tone.js, AudioCraft, Framer Motion, Material UI