

Adrian Clement

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Education

Pomona College, Claremont, CA, USA

May 2026

Computer Science Major • Chemistry Minor

GPA: 3.96

Awards: 2x Pomona Scholar • 4x NCAA All-American Honors • 2x NCAA Academic All-American • 2x Team & Conference Record Holder

Activities: Varsity Swimming • P-ai SWE Project Club Member • Teaching Assistant for Pomona College Computer Science & Chemistry Courses • Claremont Colleges Library Services Associate

Relevant Coursework: Intro to Computer Science in Python • Discrete Math & Functional Programming • Data Structures & Advanced Programming in Java • Data Analysis for Life Sciences in Python • Linear Algebra • Calculus I, II & III • Introduction to Statistics • Artificial Neural Networks & Deep Learning • Computational Analysis of Big Data • Computer Graphics: 3D Programming Applications

Skills

Programming Languages: Proficient in Java, Python, Haskell, HTML5, & CSS • Experience with JavaScript, SQL, LaTeX, R

Frameworks/Libraries: Proficient with JUnit, BeautifulSoup4, Streamlit, Pandas & NumPy • Experience with React, Next.js, Node.js, Docker, Flask, Selenium, JSON

Technologies: Proficient with VS Code, PyCharm, Git/GitHub, Jupyter Notebook & Overleaf • Experience with BitBucket, RStudio

Experience

Sekai, Emeryville, CA, USA

May 2024 - Present

Software Engineering Intern

- Developed a new **React** library with custom hooks and event handlers to seamlessly integrate **Amplitude** analytics into the platform, improving real-time data collection and analysis
- Identified and implemented **100+** KPI tracking metrics and developed **10+** interactive data dashboards to analyze user flows for over **1,000 users**, significantly enhancing data-driven decision-making capabilities
- Conducted profiling and optimization of AI prompting engines, incorporating specialized APIs and developing innovative strategies for prompt generation, leading to a **20% improvement** in response accuracy
- Researched backend infrastructure, identified key areas for optimization, and drafted a comprehensive proposal document with actionable recommendations, contributing to a **30% increase** in system performance
- Actively participated in daily standup meetings, code reviews, and sprint planning, consistently improving communication and collaboration skills while adhering to Agile practices

Privacy and Security Lab, Computer Science Department, Pomona College, CA, USA

May 2023 - Aug 2023

Research Assistant

- Led user-centric studies evaluating the understanding and misconceptions of app tracking and data privacy labels across iOS and Android platforms for over **50+ users**, providing critical insights for improving user education on privacy
- Leveraged **Selenium** and **Beautiful Soup** for comprehensive large-scale web scraping of over **1,000,000** iOS and Android app store privacy labels, significantly contributing to the dataset for analysis
- Employed Object-Oriented Programming (OOP) principles to construct customized classes, streamlining survey data analysis and cleaning for over **100,000 data points**, enhancing the efficiency and accuracy of data processing
- Co-authored "Prevalence and Understanding of Technical Terms in App Privacy Labels" (In submission to PETS: Privacy Enhancing Technologies Symposium)

Projects

- **p-DormLife:** Engineered a **React-based** web platform that centralizes and simplifies housing logistics for over **6,000** students across the 5C colleges. Utilizes **Pandas** for efficient data management and implements a roommate-matching feature using **K-means** and **nearest-neighbor algorithms** to maximize student compatibility
- **AI Chatbot:** Developed an interactive chatbot utilizing **Streamlit** and Object-Oriented Programming in **Python**, integrated with the **OpenAI API**. Designed to streamline user interactions and provide tailored responses, enhancing user engagement
- **Personal Website:** Crafted a personal portfolio website using **JavaScript**, **HTML**, and **CSS**, showcasing my projects and professional details [[Link](#)]
- **Darwin Game:** Created a **Java-based 2D survival game** using Object-Oriented Programming principles to simulate and explore theories of natural selection