Calvin Clark

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Education

- Georgia Institute of Technology, 2028
  - *Bachelor of Science in Computer Science* and *Minor in Linguistics*
  - 3.6 / 4.0
  - Coursework: Data Structures and Algorithms, Honors Discrete Mathematics, Applications of Linguistics

Experience

- 402nd Software Engineering: Launchpad Intern, Warner Robins, Summer 2024
  - Worked with Python, Linux, and Raspberry Pi to create visually interactive multiplayer games
  - Applied the fundamentals of software design, version control, and agile development through collaboration in teams of interns
  - Documented daily standups and held regular code reviews to guide completion of projects

Projects

- "Minionese" Speech Recognition, *Emory Undergraduate Linguistic Conference*, 2025
  - Designed a pipeline to evaluate phonological structure in low-resource speech using Minionese as a case study
  - Used output from fine-tuned existing models in an algorithm for phonological discovery to then evaluate structure without meaning
- Name Evolution Simulation, 2025
  - Recreated a statistical model of how different phonological factors influence gendered names over time
  - Made stochastic predictions about how names may evolve over 100 years
  - Explained the theory and visualized results using React JS
- Synchronicity, *HackGT 11*, 2024
  - Developed a web app that dynamically adjust tempo based on motion to enhance intensity or focus of an activity
  - Used MongoDB, Spotify OAuth, and YouTube API to manage playlist and song data

Skills

- Programming
  - Most experience working with Python, Java, JavaScript
  - Experience with unit testing
- Libraries and Frameworks
  - Numpy, Pandas, SpaCy, React JS