

Clarence S. Franklin Jr.

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Professional Summary

Entry-Level Software Engineer leveraging intensive Full-Stack Web Development training, specializing in backend systems and API development using the MERN Stack (MongoDB, Express.js, React, Node.js). Proficient in JavaScript, EJS, Python, and Git/GitHub. Proven ability to execute test cases, identify critical bugs, and accelerate debug cycles from previous QA Tester experience at EA Games. Seeking a foundational role in backend, platform engineering, or web services within the music industry.

Technical Skills

Programming/Development: HTML, CSS, JavaScript, Git/GitHub, Version Control

Software/Tools: VS Code, Microsoft 365, CSG, KMS, Jira, VST Plugins, Audio Software, NSS, EPIC

Transferable Skills: Problem-Solving, Critical Thinking, Technical Documentation, Troubleshooting, Team Collaboration, Data Entry, Time Management, Customer Service, Client Communication, Technical Support, Client Relationship Building, Product Demonstration, Contract Processing, File Management, Confidentiality & Compliance, Conflict Resolution, Multi-channel Communication

Education/Certifications

Per Scholas | Atlanta, GA | Software Engineering Program | October 2025 - February 2026

Los Angeles Film School | Los Angeles, CA | Associate Degree, Music Production | March 2017 - September 2018

Another Level Living | Remote | Life Harmony Coach Certification | September 2022

Professional Experience

Liaison - Diet Office | Kennestone WellStar Hospital | Marietta, GA | March 2024 to Present

- Create a comprehensive training manual on standardized procedures for data entry (Excel), report generation, label printing, and professional phone management to train new coworkers
- Process high-volume physician diet orders daily with exceptional accuracy, ensuring critical dietary changes are implemented without delay for patient safety
- Deliver meals per strict medical timing protocols with zero distribution errors, maintaining compliance with dietary restrictions and facility standards

Artist | LUCTHELEO | Simmesport, LA | July 2007 to Present

- Coached artists through complete production workflows, providing technical instruction on DAWs, VST plugins, sound design techniques, and audio routing/signal flow
- Translated abstract creative concepts into tangible sonic content through sound design, arrangement decisions, and technical problem-solving across multiple production phases
- Configured and optimized hardware/software setups for recording sessions, troubleshooting technical issues with audio interfaces, MIDI controllers, and plugin compatibility

QA Tester (Contractor) | EA Games | Baton Rouge, LA | June 2020 to April 2021

- Identified and documented critical bugs that directly contributed to improved game stability and user experience prior to launch
- Executed assigned test cases by performing specified actions and verifying expected results matched actual outcomes, documenting any discrepancies
- Provided detailed reproduction steps and logs that accelerated developer debug time and fix implementation cycles