Clarence Wallace

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EDUCATION

Valparaiso University, Valparaiso IN
Bachelor of Arts and Sciences:
- *Major*: Computer Science
- *Graduated*: May 2017

WORK EXPERIENCE

Software Engineer (L4), Google
BigQuery Data Canvas, Looker Studio   **May 2021 – Oct 2024**
Job Responsibilities
- End-to-end development of features — frontend interfaces, backend APIs and data layer integrations
- Designed and implemented RESTful, GraphQL, and RPC APIs
- Created technical documentation, proof-of-concepts, and analytics for new features
- Tech stack: Angular, Typescript, Java, BigQuery, SQL, HTML, CSS, Figma, Jest, Jasmine
- Delivered critical UI improvements (e.g., draggable and resizable canvas nodes, dynamic grouping of nodes, persistence of the canvas layout)
- Collaborated cross-functionally with design and external engineering teams to deliver scalable user experiences
- Promoted to L4 within two years; repeatedly recognized with peer bonuses
- On-call support and production debugging across frontend and backend systems
- Contributed to hiring and team culture through interview training, candidate evaluations, and mentoring

Software Engineer II, Origin Investments   **May 2019 – Jan 2021**
Job Responsibilities
- Built and maintained full-stack real-estate investing platforms for iOS, Android, and web
- Developed RESTful services and integrated AWS-hosted APIs
- Tech stack: React Native, Java, JavaScript, AWS, MySQL, MongoDB, HTML, CSS, Figma
- Took ownership of the frontend; delivering high-impact user experiences (e.g., login/signup flows, dashboard, profile, settings, portfolio and investment views)
- Improved backend trading algorithms and logic. Provided on-call support. Fixed critical production issues (e.g, fixed bug that was causing misallocation of share percentages to users)
- Built an internal admin portal with secure role-based access and live data visualization
- Promoted twice for strong impact and consistent growth
- Participated in interviewing and onboarding new engineers

Software Engineer - Technical Consultant, Perficient   **July 2017 – May 2019**
Job Responsibilities
- Developed multiple internal HR web applications for Facebook, using React and Meta's Hack (PHP variant)
- Took ownership of backend architecture of new applications - including API design, data modeling, and integrating with internal systems
- Enhanced the performance and maintainability of legacy applications
- Collaborated with product design & stakeholders
- Delivered technical presentations on new coding patterns
- Promoted within first year for initiative and collaboration. Mentored and onboarded new team members

SKILLS

Frontend: Angular, React, React Native, TypeScript, JavaScript, HTML, CSS, Figma
Backend, APIs, Testing: Java, RESTful, GraphQL, RPC, PHP, Python, Meta's Hack, Jasmine, Jest
Databases & Cloud: BigQuery, MySQL, PostgreSQL, MongoDB, Amazon Web Services, Data Modeling, Cloud Storage
Development Tools & Environments: Git & GitHub, Visual Studio Code, Xcode, Android Studio, Unity, Cider

Projects

Augmented Reality Video Game: Self-taught passion project. Built for iOS using Unity, C#, and Swift. Experimented with

Flutter, React Native, and Amazon Web Services for parts of development