Claire Cashmore

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Education

Embry Riddle Aeronautical University,
Prescott, AZ
B.S. Computer Engineering '21
Dean's List 2017-2018
Chancellor Scholarship
Arizona Scholars
Women of Excellence Award

Flagstaff High School Class of 2017,
Flagstaff, AZ
Scholar Athlete of the Year

Skills & Abilities

OFFICIAL FOOD DELIVERY SERVICE DRIVER- DOORDASH (January 2021- Present)
- Self-dedicated employment involving quality service customer abilities, care with product, communication with multiple businesses for orders, and importance in punctual timing to deliver a product.

SOCCER SHOTS COACH (SEPTEMBER 2021- Present)
- Using leadership, organizational skills, and communication skills to develop basic soccer skills in children ready to take the first step towards a career in sports. A good showcase of quick thinking as well as patience when working with both children and parents.

COMMUNITY SERVICE
CREATOR AND LEAD EVENT ORGANIZER OF ANNUAL FOOD CENTER FUNDRAISER
- Creator of Flagstaff walks Together community service project involving a walk around Buffalo Park to raise money for the Family Food Center.

COMPUTER LANGUAGES
- C PROGRAMMING
- C++
- PYTHON
- JAVASCRIPT
- C#

ATHLETICS
EMBRY RIDDLE WOMEN'S SOCCER TEAM (2017 – 2021)
- Women's Soccer Athletic Grant

PROJECTS
SENIOR DESIGN CAPSTONE PROJECT (2021)
- Developed a device that depicted the distance and location of the familial devices on an LED screen. Implemented a Berry GPS unit, XBEE module, and Raspberry Pi Zero. Used SPI communication protocol between XBEE modules.

SNAKE GAME IN C++(2019)
- Created a version of the classic "Snake" game in C++ in the Microsoft Visual Studio environment.

MICROPROCESSORS (2019)
- Created "Rainbow Tears" mini game on a TM4C Board. Using the gyroscope peripheral, dodge multicolored lasers randomly shot down the screen at an increasingly faster pace.

ENGINEERING101 DESIGN PROJECT
- Team lead
- Built a remote-controlled car capable of gathering golf balls and carrying them up a ramp to a drop zone in limited time.

HIGHSCHOOL CAPSTONE PROJECT
- Senior Capstone on Programmable Prosthetics that can read the signals sent out by nerves in order to recreate the human's natural movement.

GRAPHICS DESIGN PORTFOLIO
- https://clairecashmore.weebly.com/gallery.html

TWINE GAME DEVELOPMENT
- Creator of multiple "butterfly effect", story-based games through the use of Twine.