

Clark Brace

Seattle, WA

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I am seeking a role within a software development team where I can leverage my skills as a programmer while continuing to learn and make meaningful contributions to projects. I am eager to collaborate with others in order to tackle challenging problems and further develop my expertise in software development.

Education

University of Puget Sound, Tacoma, WA
B.S.- Computer Science, Minor - Economics

Class 2023

Technical Skills

Programming Languages: Java, JavaScript, HTML, CSS, C#, SQL, Python, Swift, SwiftUI, R.

Other Software/Programs: Visual Studio, Camtasia Studio, React.js, Processing, Xcode, git/github, LaTeX, Squarespace.

Work Experience

Web Developer, Special Bunny

Summer 2023 - Present

Special Bunny is a Seattle-area house rabbit rescue, rehabilitation, and re-homing non-profit. I improved the accessibility and maintainability of Special Bunny's website, which supports house rabbit owners worldwide with health care, feeding, first aid, and other hard-to-find rabbit-specific pet information.

- Consulted with client, organized, and then performed migration of Special Bunny's content-heavy website of 200+ pages from WordPress to Squarespace
- Implemented SEO best practices across all pages to improve search engine visibility, now resulting in an average of 2.2k visits a month and high result on Google's PageRank
- Developed rabbit boarding submission form, utilizing Google Apps Script to implement a system to automatically generate relevant documents when users submit or edit submissions to streamline internal processes
- Created templates and established formatting standards for different page types to ensure consistency and ease of maintainability for non-technical contributors of the site

Movie Swiping iOS App (Cinemigos)

Summer 2023

Cinemigos is a movie swiping iOS application available on the App Store. Created by myself and a partner, Cinemigos is a platform designed to help users discover movies, both old and new, as well as connect with others over common movie interests.

- Self-taught iOS development cycle in collaboration with partner, successfully learning Swift, Xcode, and the App Store review and launch process
- Utilized various web APIs and Firebase database for information and user data storage
- Implemented user account creation and recovery system using OAuth protocols

Software Engineering Intern, MacCoss Lab University of Washington

Summer 2022

MacCoss Lab at the University of Washington performs research on protein mass spectrometry as part of the Department of Genome Sciences. I contributed to MacCoss Lab's Skyline software, which is designed to help interpret data output from mass spectrometers and employs cutting-edge technologies and methods to produce powerful research tools.

- Worked to develop Skyline, a program written in C# and using Windows Forms, to help researchers interpret data from mass spectrometers
- Designed form UI and implemented feature that allows users to select and share project files to simplify data sharing and bug reporting, a system that remains in the project today
- Implemented natural sorting algorithm for human-readable file list display to enhance user experience with clearer file organization

Projects

Personal Website, <https://personal-website-phi-red.vercel.app>

- Self-taught website development and maintenance using the framework Next.js, React, and Tailwind CSS
- Developed and implemented a Minesweeper clone in React
- Created custom pixel art graphics for website layouts and visuals in Aseprite

3D Solar System model in OpenGL

- Fully customizable 3d solar system model which allows for custom solar system files to be entered and shown.

Awards/Memberships

Winner of Tacoma International Collegiate Programming Contest (ICPC)
Upsilon Pi Epsilon Honor Society
Vice President of the Beta Theta Pi fraternity

Fall 2022
Initiated Spring 2022
January 2022 - May 2022