

Clay Kaufmann

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Skills

Languages – Proficient: Python, JavaScript, TypeScript // Familiar: Java, C++, C
Technologies – Proficient: NextJS, NodeJS, React // Familiar: Django, Express, Flask

Relevant Experience

NASA Goddard Space Flight Center - Remote August 2021- Present
Software Engineering Intern

- Lead development on the GRASP citizen science project, an online game that has users come up with different patterns that scientists can use to place telescopes across the world for deep-space imaging

Harris Computer / Systems and Software - Remote May 2021- August 2021
Student Software Engineer

- Developed and wrote scripts that helped migrate customers to a new platform for companies main product, enQuesta

Teaching Assistant – University of Vermont January 2020 - May 2021
Intermediate Programming (UVM CS 110)

- Helped teach Object-Oriented Programming and Java to UVM students, held weekly office hours to help students with homework and studying for exams

CS Crew – University of Vermont May 2020 - May 2021
Treasurer

- Managed the finances of UVM's computer science club, CS Crew
- Brought in guest speakers to speak to the club about the industry of software engineering

Education

University of Vermont Expected Graduation: December 2022
Master of Science in Computer Science

University of Vermont (UVM), Burlington, VT. Expected Graduation: December 2021
Bachelor of Science in Computer Science GPA: 3.47
Minor: Mathematics

Relevant Coursework

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| • CS 124: Data Structures and Algorithms | • CS 148: Database Design and Structure |
| • CS 224: Algorithm Design and Analysis | • CS 253: Reinforcement Learning |
| • CS 201: Operating Systems | • CS 254: Machine Learning |
| • CS 205: Software Engineering | • CS 295: Secure Distributed Computation |

References Available Upon Request