# Clayton Marshall

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## Objective

Obtain a software engineering internship for the summer of 2018.

## Education

**Purdue University**                                                                     West Lafayette, IN
Major: Computer Science                                                            August 2015 – Present
Minor: Mathematics                                                                   Cumulative GPA: 3.62/4.0
Exp. Graduation                                                                          May 2019

## Personal Projects                                             *All project source code available on Github*

**rust-redux**
Open source Rust project whose goal is to mimic the functionality provided by ReduxJS for rust applications.

**Reservoir Planning Tool**
Web based tool for calculating the predicted performance results of various reservoir sizes given any location across the Midwest. Worked with a team of three other developers to deliver this application to the Transforming Drainage Project.

**Circle Smasher**
Android/iOS game built with React Native. This game takes on characteristics similar to many arcade games. Features unlockable items that let users personalize on-screen game play. Available on the Google Play store.

**Game_Of_Life**
Rust implementation of John Conway's famous, "Game of Life". This is a visualization game that I am continuing to develop using Rust and Web assembly.

## Work Experience                                              *References available upon request*

**Trabian Technology**                                                                 Indianapolis, IN
Software Engineering Intern                                                       May 2017 – Present
- Build web, iOS, and Android apps for financial institutions using React and React Native.
- Work with a small team of developers to bring design mock-ups to full scale applications and present the final product to clients.

**Delphi Automotive**                                                                  West Lafayette, IN
Verification Engineering Intern                                                  January 2016 – May 2016
- Develop, test, and document software tools built for in-house use by Delphi.
- Expanded on a documentation and file management system using Java and JavaScript.

**Purdue University**                                                                   West Lafayette, IN
Computer Science 190 Teaching Assistant                                August 2016 – December 2016
- Hosted weekly lab sessions, teaching students the basic building blocks of software development. This includes topics such as, UNIX command line, Vim, Sublime Text, and learning to collaborate using version control with Git.

## Technical Skills

Rust, JavaScript, Haskell, React, React Native, C/C++, NodeJS, HTML5, CSS3, Git, UNIX