

Clayton Marshall

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Objective

Obtain a software engineering internship for the summer of 2017.

Education

Purdue University

Major: Computer Science

Minor: Mathematics

Exp. Graduation

West Lafayette, IN

August 2015 – Present

Cumulative GPA: 3.44/4.0

May 2019

Relevant Course Work

Problem Solving and O-O programming, Foundations of Computer Science, Programming in C, Data Structures and Algorithms, Computer Architecture

Personal Projects

Account Manager/Encryption System

Application written in C++ that allows users to create an account, message other users locally, and manage their own account. All user information is saved and encrypted inside of a locally stored file.

Simple Task List

Android/iOS application built using Facebook's React Native framework. App features basic customization abilities, as well as task edits, and a user-friendly interface.

Pig-Latin Translator

Web app that embraces the popular form of jargon known as, Pig Latin. This app can help translate both to and from Pig Latin.

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.

Work Experience

Purdue University

Computer Science 190 Teaching Assistant

West Lafayette, IN

August 2016 – Present

- Host weekly lab sessions where students learn the basic building blocks of the computer science industry. This includes topics like UNIX command line, Vim, Sublime Text, and learning to collaborate using GitHub.

Impronto

Front-end Web Development Intern

Ann Arbor, MI

May 2016 – July 2016

- Assisted in re-building a responsive company website using React JS.
- Worked with a small team to design a platform that would allow for easy access to company services.

Technical Skills

JavaScript, React Native, C, C++, Java, Git, HTML5, CSS3, UNIX