

Clayton Marshall

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Objective

Obtain a software engineering internship for the summer of 2018.

Education

Purdue University

Major: Computer Science

Minor: Mathematics

Exp. Graduation

West Lafayette, IN

August 2015 – Present

Cumulative GPA: 3.62/4.0

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 bringing to web browsers using asm.js.

Work Experience

References available upon request

Trabian Technology

Software Engineering Intern

- Build web, iOS, and Android apps for financial institutions using React and React Native.
- Collaborate with a small team of developers to bring design mock-ups to full scale applications and present the final product to clients.
- Practice Agile development methodologies.

Indianapolis, IN

May 2017 – Present

Delphi Automotive

Verification Engineering Intern

- 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.

West Lafayette, IN

January 2016 – May 2016

Purdue University

Computer Science 190 Teaching Assistant

- Hosted weekly lab sessions, teaching freshman computer science students the basic building blocks of software development.

West Lafayette, IN

August 2016 – December 2016

Technical Skills

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