

Clint Stapleton

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EDUCATION

Rogers State University

Claremore, OK

B.S. in Artificial Intelligence / 3.88 GPA

Expected Graduation, May 2027

- **Concentrations:** Artificial Intelligence
- **Relevant Courses:** Java Programming 1, Java Programming 2, Python Programming, Website Design and Development

EXPERIENCE

Help Desk Technician | Rogers State University | Claremore, Oklahoma

January 2025 - Present

- Provided **first-level IT support** to students, faculty, and staff across **three campuses**, resolving a wide range of **technical issues** involving hardware, software, and network systems. Applied strong **problem-solving** and **analytical thinking** skills in real-world scenarios, building a solid foundation for **debugging** and **system-level troubleshooting**. Collaborated with **Support Technicians** and **Network Engineering teams** to escalate and resolve complex problems, demonstrating effective **communication** and **cross-functional teamwork**. Used **Jira** to manage support tickets and track progress, gaining hands-on experience with **agile tools** commonly used in **software development environments**. Contributed to an improved **user experience** by delivering timely, accurate solutions and translating technical concepts into clear, accessible language.

PROJECTS

TrafficGuardAI - Real-Time Traffic Hazard Detection System

May 2025

- Engineered a **full-stack AI-powered application** that analyzes **live video feeds** to detect road hazards using **Hugging Face Object detection models**. **FastAPI, React, and OpenCV**; implemented **real-time frame processing** and **DETR-based inference** to identify obstructions. Designed **RESTful APIs** and a responsive frontend dashboard to visualize alerts, enabling use in **public safety scenarios**.

Inventory Management Application

December 2024

- Developed a **full-stack** inventory management system that automated stock tracking and reporting through **Java, JavaFX, and MySQL**; implemented real-time **data visualization, user authentication, and automated** low-stock alerts, reducing manual tracking time by **leveraging JDBC for database operations** and **MVC architecture** for maintainable code structure.

Java 3D Render Engine

January 2025

- **Designed and implemented** a custom **3D rendering engine** using **JFrame** and core **Java graphics libraries**, creating an intuitive **GUI** that supports **real-time rendering**, manipulation, and visualization of 3D models. Demonstrated proficiency in **object-oriented programming, graphics pipeline fundamentals, and performance optimization** to deliver a responsive and interactive user experience.

TECHNICAL SKILLS

- **Languages** Java, JavaScript, HTML5, CSS, Python, C#, SQL, C
- **Developer Tools:** AWS, Postman, Git, Docker, Prisma, Supabase, PowerBI, Azure, Jira
- **Libraries/Frameworks:** Spring Boot, ReactJS, [Next.JS](#), NodeJS, PostgreSQL, VueJS, Flask

INVOLVEMENT

- **Honors College Full Ride Recipient**
- **Game Development Club**
- **NCAA D2 Cross Country Athlete**
- **NCAA D2 Track&Field Athlete**