

# Clinton Buie

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<https://www.clintonbuie.com> / <https://www.amatemint.com>

## EDUCATION

- 1/08 – 12/10      **Stanford University**, Stanford, CA  
M.S., Electrical Engineering
- 9/01- 6/06      **The Ohio State University**, Columbus, OH  
B.S., Electrical and Computer Engineering

## COMPUTER SKILLS

- Languages: Swift, Objective-C, Java (Android), Kotlin, Python (Tornado), HTML/CSS/JavaScript, MySQL
- Mobile Development Platforms: iOS, Android SDK
- Operating Systems: Mac OS (Unix), Linux, Windows
- Tools & Design Environments: XCode, Android Studio, Photoshop CC, Git

## LEADERSHIP SKILLS

- GE - Foundations of Leadership and Management
- Toastmasters - Competent Communicator
- Technical Co-Founder - Rore (2018)

## PROFESSIONAL EXPERIENCE

- 5/2018 – Present      **WorkDay – Software Engineer**
- Leading the iOS development for WorkDay's Media Cloud Platform
  - Created and launched the iOS version of WorkDay's media players using Swift and Objective-C
- 5/2018 – Present      **Rore Inc. – Technical Co-Founder**
- Building the next generation social media advertising platform for both iOS and Android
- 11/2017 – Present **Amatemint Labs, LLC – Owner**
- Mobile/Web full stack software consulting and product development business. Serving SoulSwipe, Mind Blown Labs, Rore, and various clients
- 11/2015 – 11/2017 **Explore, Inc – 1st Engineering Hire**, Culver City, CA
- Oversaw the technical development of Explore's core mobile products (iOS and Android)
  - Architected and implemented Explore's core iOS product (SoulSwipe). Leading a team of 2 overseas engineers
  - Created and launched the iOS game JetsKey to Success. Launched in the App store
- 6/2014 – 10/2015      **GE Software – Lead Software Engineer**, San Ramon, CA
- Designed and delivered an automated testing solution in Ruby for validating Predix Go's transport layer
  - Led a team of three developers in delivering an automated, cloud based, cross platform testing solution (adopted by the organization's QA team).
  - Lead a team of three engineers in building a web based solution for GE Wind
  - Developed two iOS applications for a real time indoor positioning product. Led to an additional \$500K in funding
- 9/2013 – 4/2014      **iOS Engineer (Multiple Companies)**, San Francisco, CA
- Developed iOS features using UIKit and CoreAnimation (Clinkle)
  - Reduced average user experience load time by 50% by converting Java server side processing algorithms into C. (Humin)
  - Implemented multiple front end features for iOS using UIKit and Photoshop CC. (Humin)
- 12/2010 – 9/2013      **GE Global Research Center – Edison Engineer**, Niskayuna, New York
- Developed multiple iOS applications for customers in GE Transportation and GE Power & Water to support field service operations.
  - Designed and implemented a heterogeneous compute framework for programming across FPGAs and CPUs using Java. Created FPGA machine learning algorithms to help efficiently track \$8 Billion dollars in contractual service agreements. Patent disclosure filed.
  - Led a team of two developers in the creation of an Android application to model the temperature control features of a GE Profile refrigerator. Led Software EEDP recruiting for GE Global Research.
  - Developed a Javascript/JQuery prototype to graphically visualize engineering model runs. Led to \$250K in additional project funding
  - Developed, and tested a web visualization framework for several internal GE businesses using JavaScript, d3, Raphael, and jQuery.