Clara Kelley

clkelley@cs.stanford.edu
Stanford, CA 94305
clkelley.github.io
650-704-4038

Education

Stanford University - 3.99 GPA

BS in Computer Science, HCI
June 2020 With Distinction
Phi Beta Kappa, Tau Beta Pi

MS in Computer Science, HCI
Graduating June 2021

Coursework

HCI Design Studio

AI: Principles and Techniques

Web Applications

Cross-Platform Mobile Development

Design and Analysis of Algorithms

Computer-Aided Product Creation

Design and Manufacturing

Introduction to Mechatronics

Relevant Skills

Proficient in Python, C++, Javascript,
C, React, Java, Swift, and C#

Mobile Development for iOS, Android

UI/UX Wireframe and Interface
Design in Figma, Illustrator

Design Thinking and User Research
including needfinding, user testing

Embedded Systems using Arduino,
Raspberry Pi

CAD and 3D Rendering in Solidworks,
Maya, 3DS Max

Manufacturing Engineering in
investment/sand casting, Haas CNC

Work Experience and Projects

Interface Software Engineering Intern at Skydio | Jun 2019 - Sep 2019
UX Research Intern at Skydio | Jun 2020 - Sept 2020
- Integrated full stack with open source software (Python, C++)
- Managed development with sprint tracking and continuous integration through Jira, Jenkins, Gerrit, and Git
- Conducted user research on product over all consumer verticals, Delivered presentation of personas and insights to whole company

Designer / Developer for Sprite (Team Project) | Sep 2018 - Dec 2019
- Interviewed smart home users on habits, tasks, struggles for needfinding phase
- Built experience, physical, and digital prototypes for usability testing
- Presented results to industry professionals and won best demo

Designer / Developer for Gesture Robot (Team Project) | Mar 2018
- Created accelerometer-based controller for driving robot
- Programmed bare-metal Raspberry Pi devices to transmit custom radio message protocol and read I2C sensors
- Documented development of custom libraries using version control

Mentor for Stanford UAV Engineers 101 | Sep 2017 - Mar 2018
- Co-taught weekly class on UAV design and manufacturing
- Ensured students built, programmed, and flew vehicles in 10 weeks
- Prepared class materials and thorough documentation

Intern at Stanford Virtual Human Interaction Lab | Sep 2017 - Jun 2018
- Collaborated with PhD researchers to design, program, and test cutting edge VR projects on empathy and the environment
- Developed video project in Unity (C#) for HTC Vive and Oculus Rift that was shown at Tribeca 2018 titled Coral Compass
- Prototyped novel interactive VR experience on climate change

Designer / Creator of Lightbeat LED Clothing | Jan 2012 - Jun 2015
- Designed and built an embedded systems wearable prom dress
- Programmed dual platform applications to use onboard sensors to generate light patterns shared via custom Bluetooth protocol
- Manufactured PCB controller and device to drive modular LED strips

Interests

President of Stanford Archery | Jun 2019 - Jun 2020
MIT COVID-19 Challenge Hackathon Winner (Team) | Apr 2020
Part 107 Certified Drone Pilot | Aug 2020 - Present