Clark Mitchell

Junior Software Engineer

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Passionate Game Tester with six years helping developers expand audiences by providing deep insight into gamers' tastes and desires. Comfortable providing both functional and statistical feedback as well as subjective and constructive criticism. Keen to contribute lifelong gaming experience to help create technically sound and incredibly immersive titles. Willing to relocate.

Technical Profile

Python, SQL, HTML, JavaScript, CSS, Git, Bootstrap, React, Express, Node.js, TypeScript, GitHub, C++, Java

Competencies

Software Documentation, Testing and aintenance, Database programming, Solutions deployment, Problem Solving

Education

2022-04 - 2023-01 **Certification: Full Stack JavaScript, Software Engineering**

Treehouse - Portland, OR

Projects

Course Client Application - (React, REST API) January, 2023 - January, 2023
• Used Express web application framework and a SQL database to create a REST API that lets users create, read, update, and delete items from a school database
• Used React to create a client for the created REST API
• Allowed users to view a list of courses and the detail for a specific course, sign up to create an account or sign in with an existing account, and create, update, or delete course

SQL Library - (SQL, Sequelize) December, 2022 - December, 2022
• Made use of JavaScript, Node.js, Express, Pug, SQLite and the SQL ORM Sequelize.
• Built a web application that will include pages to list, add, update, and delete books.
• Implement and utilizing a database for data persistence, as well as leveraging helpful database related tools to view and interact with database

React Gallery - (React) December, 2022 - December, 2022
• Used React library to create an image gallery app.
• Used JavaScript and JSX to build out the gallery components, use React Router to set up routes for three default topic pages and a search page.
• Used the Fetch API or Axios to fetch data from the Flickr API and use it to display images

Portfolio Site Project - (Nodejs, Express) December, 2022 - December, 2022
• Used knowledge of Node.js, Express and Pug, setting up a server, handling requests, working with server-side JavaScript, and building a powerful and modern back end project
• Linked the JSON with the Pug templates, set up routes/middleware to handle request, set up server to serve the project
• Node, Express, Pug templates and JSON

Public API Request - (JavaScript) December, 2022 - December, 2022
• Used the Random User Generator API to grab information for 12 random "employees," and create a employee directory
• Made use of Fetch API and JSON parsing to parse "employee" data and Modals to expand on employee information displayed
• Fetch API, DOM manipulation, Events, modals, search functionality and JSON

Phrase Hunter - (JavaScript) November, 2022 -November, 2022
• Used JavaScript and OOP (Object-Oriented Programming) to select a random, hidden phrase, which a player tries to guess, by clicking letters on an onscreen keyboard
• Made use of JavaScript classes with specific properties and methods for managing the game and to help with creating an array of Phrase objects
• JavaScript classes, variables, loops, conditionals, DOM manipulation, events, and keyboard functionality

Interactive Form - (JavaScript) November, 2022 - November, 2022
• Added customized and conditional behavior and interactivity
• Validated user input and providing helpful error messages when the user enters invalid information into the form fields
• Conditionals, DOM manipulation, events, user validation and object literals

Data Pagination and Filtering - (JavaScript) November, 2022- November, 2022
• Added navigation that the user can click to display different pages of students
• Pagination, variables, loops, conditionals, DOM manipulation and object literals
• Solutions flexible enough to handle arrays of student data of various lengths

Random Quote Generator - (JavaScript)   November, 2022 – November, 2022
- Built the array of quote objects to store the quotes.
- Basic JavaScript syntax, variables, loops, conditionals and object literals
- Wrote functions for selecting random quotes from the array and printing them to the screen

Work History

2017-08 - Current

Video Game Tester

DAQA, Global Beta Test Network, Remote, CA

- Wrote and submitted comprehensive bug reports, providing details on factors such as ease of replication, severity and other metrics.
- Provided subjective feedback to shape game development by applying personal and third-party taste profiles.
- Provided feedback for online gaming performance, measuring qualitative impacts of factors such as latency, download speeds and other network considerations.
- Followed procedural protocols for determining content functionality and quality.
- Investigated malfunctions of in-game products, tracking issues to discover root causes and possible corrective measures.