Clayton Walker

321-663-2754 claytonwalkerucf@knights.ucf.edu

Education

University of Central Florida, Orlando, FL — Aug 2015
Bachelor of Science in Computer Science with **Honors** — GPA: 3.57, Major GPA: 3.73

Employment

The Walt Disney Company — Orlando, FL
R&D Software Engineer - TA — Aug 2016-Present

- Utilize new technologies in creative solutions to challenging problems for Disney Parks & Resorts

The Walt Disney Company: Professional Internship — Orlando, FL
Software Engineer Intern — May 2014-Aug 2016

- Worked with multiple projects, incorporated iOS, JavaScript, and Beacon technologies
- Used Raspberry Pi and Beaglebone Black in Linux, incorporated low energy Bluetooth frameworks
- Designed and ran tests; collected, analyzed, and charted data for technical solution validity
- Assisted in development of a web-based app used for attraction vehicle overhaul
- Engineered software to virtually simulate hardware components in ride/show elements
- Created interactive GUIs for operator consoles in TRON Lightcycle Power Run in Shanghai
- Worked on web-based solution for near real-time display of attraction messages (extJS, PHP, SQL)
- Supported development of suite of applications for Disney Parks & Resorts

The DiSTI Corporation — Orlando, FL
Software Engineer Intern — May 2015-Aug 2015

- Utilized GUI software and C++ on R&D team to engineer customized 3-D virtual maintenance training solutions, used in the aerospace, automotive, medical, and training industries
- Experienced working on cross-platform product (Windows/Linux) with build tools, version control, and Agile-Scrum development process

Skills

Programming languages:
Proficient in C, Java (Object-Oriented Programming)
Familiar with Swift, C#, C++, Python, JavaScript, jQuery, SQL, HTML5, and CSS3 Fundamentals
Operating Systems: Microsoft Windows (2000, XP, 7), Mac OS X (10.6-10.11), Linux (Ubuntu, Debian)
Applications: Xcode, Eclipse, Visual Studio, Microsoft SQL Server, MySQL, FileZilla, GIT/Subversion, Atlassian JIRA/Confluence, VMware/VirtualBox, Sublime Text, Terminal, Arduino
Other: Networking, Raspberry Pi, BeagleBone Black, Arduino, Beacons, Leap Motion, Soldering, 3D Printing

Projects

Object-Oriented Software Engineering Project (UCF)

- Led team of 6 engineers as Project Lead to create a 2D side scrolling Java game, which incorporated enemies, character animations, and puzzles. Followed software development life cycle using Agile.

Compiler for PL/0 Programming Language (UCF)

- Wrote a fully functional compiler in C that created a lexeme list, parsed that list, and generated code. This was read by a virtual machine, which showed the program running on the stack.

Leap Motion and Robotics

- Engineered multiple demos with robotics framework Cylon.js and Leap Motion.
- Developed applications using Leap Motion as controller for Philips Hue lights and Sphero robot.
- Applied JavaScript to map robotic arm mounts to match hand position through Leap Motion.

Various Disney Projects

- Designed front end UI for application/widget that populates a guest list based off beacon proximity.
- Built and modified iOS apps in Swift 2.0 used to determine RSSI properties for Beacon technologies.
- Developed event playback script in node.js/Java, to simulate and analyze tests in real-time.
- Wrote node.js script using BLE to scan and convert MAC addresses to UUIDs using a Raspberry Pi.
- Helped develop a dynamic web application used for attraction vehicle overhaul (C#, HTML, CSS, JS).
- Provided functionality to create custom ride vehicle maintenance scenarios. Application increased the throughput in Central Shops and optimized vehicle maintenance schedules.
- Assisted in development of ride and show hardware simulation to allow for pre-programming of attractions control systems using C# and ASP.NET MVC. Gained knowledge of how PLCs work.