Dylan Clements

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Education

Clark University — Worcester, MA
B.A. in Computer Science, Minor in Political Science, GPA: 3.92 / 4.00 — Expected May 2027

Relevant Coursework:

AP Computer Science Principles (Python), Computer Programming I (C++), Honors Intro to Computing (Python), Discrete Structures, Data Structures (Java), Algorithms (Java), Automata Theory, Game Design Fundamentals (C#) , AI Ethics, Data Computing & Society (R), Assembly Language & Computer Organization (C, x86), Internet of Things (C++), Web Development (HTML, CSS, JS), Analysis of Programming Languages

Honors: Dean's List (Every Semester, Fall 2023-Fall 2025)

Relevant Experience

Software Development Intern — Boston, MA
Brazilian Creative Learning Program, MIT Media Lab — June 2025 - Present

• Working in a team to create a Generative AI driven tool to help educators make creative lesson plans using TypeScript, PostgreSQL, LangChain, and Tailwind.
• Developed and refined new web development and prompt engineering skills.

Student Researcher — Worcester, MA
Clark University Department of Computer Science — October 2024-Present

I conduct research in the Human Computer Interaction Lab in the Computer Science Department at Clark University, I am advised by Professor Shuo Niu.

- Previously worked on UI/UX development for an Aphasia therapy tool under Professor Niu, helping design the workflow and creating high-fidelity prototypes using Figma.
- Investigated content creation GenAI applications for People with Disabilities through administration and analysis of interviews, co-authoring an academic paper on the findings.
- Currently developing a one prompt storyboard creation tool advised by findings of the previous study using Django, Python, Gemini api, and Bootstrap.

Significant Projects

Unity Notes - HackHarvard 2025 — October 2025
GitHub Repo
Devpost

Collaborated in a 4 person team during HackHarvard 2025 to create a decentralized, peer-to-peer, platform-agnostic community notes system using JavaScript, SQLite, Qdrant, Python, and the Gemini api with a Chrome Extension frontend.

AutoBots - Clark Fall Hackathon 2025 - 3rd Place — November 2025
GitHub Repo
Devpost

Placed 3rd at the 2025 Fall Clark hackathon in a 4 person team with an online platform where users can create games and compete in one-on-one competitions by programming Python bots to play against each other using Python, JavaScript, FastAPI, React, Websockets, CodeMirror, Pyodide, Piston, and MongoDB.

InnerCircle - Clark Spring Hackathon 2025 — March 2025
GitHub Repo

Competed in the 2025 Spring Clark hackathon in a 4 person team to create a Chrome Extension to passively communicate emotion in groups with only emojis using JavaScript, SQLite, and Python.

CommUnity - Clark Fall Hackathon 2024 — November 2024
GitHub Repo
Devpost

Worked in a 4 person team during the 2024 Fall Clark hackathon to create a platform for students to get experience relevant to their studies via local volunteer work using JavaScript, SQLite, Python, and the OpenAI api.

Skills

Languages: Python, Java, JavaScript, C, C#, C++, HTML, CSS, x86 Assembly, R
Tools: Qdrant, Mongo, Git VCS, VS Code, IntelliJ IDEA, Figma, Microsoft Office Suite, Google Workspace
Frameworks: React, Django, Bootstrap, LangChain, Tailwind, FastAPI, Flask, NumPy

Leadership

Clark University ACM Chapter President — April 2024-Present

- Worked with other E-Board members to restart the ACM Chapter at Clark University.
- Organized events to provide support and promote collaboration for the student body.

Interests/Extracurriculars

International Politics, History, Philosophy, Hackathons, Clark Ultimate Frisbee (I built the club website with a teammate), Clark Community Computing Club, Disc Golf, Golf, Skiing, Fencing, Coached youth tennis, Bartended at the Oarweed Restaurant, Dual US/UK Citizen