Dylan Clements

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Education

Clark University   Expected May 2027

B.A. in Computer Science, Minor in Political Science, GPA: 3.92 / 4.00
Dean's List Fall 2023-Fall 2025

Relevant Coursework:

AP CS P, Discrete Structures, Data Structures, Algorithms, Automata Theory, AI Ethics, Assembly Language & Computer Organization, Internet of Things, Web Development, Analysis of Programming Languages

Skills

Languages: Python, Java, JavaScript, C, C#, C++, HTML, CSS, x86 Assembly, R, SQL, OCaml
Tools: Qdrant, Mongo, Git VCS, VS Code, IntelliJ IDEA, Figma, OpenAI api, Gemini api, JSON, LaTeX
Frameworks: React, Django, Bootstrap, LangChain, Tailwind, FastAPI, Flask, NumPy

Experience

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

- Working in a team led by the Director of the Brazilian Creative Learning Program at the MIT Media Lab to create a Generative AI driven tool to help educators make creative lesson plans using TypeScript, PostgreSQL, LangChain, OpenAI api, and Tailwind.
- Developed a vector database using existing approved lesson plans to provide semantically relevant examples for the LLM to use, improving quality of all the lesson plans generated.

Student Researcher w/ Dr. Shuo Niu   October 2024-Present
Clark University Department of Computer Science, Human-Computer Interaction Lab

- Designed UI/UX for an Aphasia therapy tool, 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.
- Built a one prompt storyboard creation tool advised by findings of the previous study using Django, Python, Gemini api, and Bootstrap.
- Improving the story creation tool with feedback through a user study I administered.

Publications

Creating Disability Story Videos with Generative AI: Motivation, Expression, and Sharing

Shuo Niu, Dylan Clements, and Hyungsin Kim. 2026. Creating Disability Story Videos with Generative AI: Motivation, Expression, and Sharing. In Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26), April 13–17, 2026, Barcelona, Spain. ACM, New York, NY, USA, 16 pages. https://doi.org/10.1145/3772318.3791495

Projects

Unity Notes - HackHarvard 2025   October 2025
                                                                                                                        [GitHub Repo](#)
- Collaborated in a 4 person team at HackHarvard 2025 to create a decentralized,   [Devpost](#)
  peer-to-peer, platform-agnostic community notes system.
- I developed the vector database and integrated Gemini for embedding generation, note summarization, and context retrieval.

AutoBots - Clark Fall Hackathon 2025 - 3rd Place   November 2025
                                                                                                                        [GitHub Repo](#)
- 3rd at the 2025 Fall Clark hackathon, an online platform where users create games and   [Devpost](#)
  compete by programming Python bots to play against each other.
- I was primarily responsible for the backend, creating real-time communication between users and the server, running user-submitted Python code in the browser sandbox on their end, and securely running user submitted game logic server-side.

Clark Ultimate Frisbee Team Website   December 2025
                                                                                                                        [GitHub Repo](#)
- Created the the official website for the Clark University Ultimate Frisbee team with my   [Website](#)
  teammate.
- Features team info, history, recruitment, schedules, and custom tournament sign ups.

Leadership

Clark University Association for Computing & Machinery (ACM) Chapter President   April 2024-Present
- Founded the ACM Chapter at Clark University, serving as the Club President.
- Organize events to promote collaboration and support in the student body.

Interests/Extracurriculars

Hackathons, International Politics, History, Philosophy, Clark Ultimate Frisbee, Clark Community Computing Club, Disc Golf, Golf, Skiing, Fencing, Former tennis coach at Sudbury Swim & Tennis and bartender/waiter at the Oarweed Restaurant, Dual US/UK Citizen