Josh Clark

joshua.clark@yale.edu | 914.582.9778 | jkclark.github.io | linkedin.com/in/joshclark1997/

EDUCATION

Yale University, New Haven, CT — **Expected May 2019**
- Bachelor of Arts, Computer Science & Psychology. GPA: 3.40/4.0.
- Relevant Coursework: Systems Programming & Computer Organization, Algorithms, Data Structure and Programming Techniques, Artificial Intelligence, Natural Language Processing, Multivariate Calculus, Linear Algebra, Discrete Math, Statistics

Hackley School, Tarrytown, NY — **May 2015**
- GPA: 3.97/4.00

RELEVANT EXPERIENCE

Yale University Student Employment, New Haven, CT — **Spring, Fall 2018**
Teaching Assistant
- Undergraduate Learning Assistant for CPSC 474, Computational Intelligence for Games

El Toro, Louisville, KY — **Summer 2018**
Software Development Intern
- Developed a Go application to control an array of Raspberry Pis, each controlled by a Go client.
- Developed the Go client that each Raspberry Pi ran.
- Translated DSP services from Python to Go.

Gartner, Inc., Stamford, CT — **May 2015**
Software Development *Intern*
- Learned about running servers using the Spring Framework.

Regeneron Pharmaceuticals, Tarrytown, NY — **May 2012 - September 2014**
Software Development Intern
- Coded Python software to create movies from still images.
- Created, tested, and debugged a Python application to view stacks of sequential, thin images as 3-dimensional models.

PROGRAMMING PROJECTS

Lyrics Always — **May 2017, Fall 2018**
Creator
- Developed an app for Windows, Mac, and Linux to automatically fetch lyrics for the song currently playing through Spotify using Python, BeautifulSoup, and PyQt5.

Baseball-Predicting Neural Network — **May 2018**
Creator
- Created a simple feed-forward neural network to predict outcomes of MLB games.

Waiv — **September 2016 - September 2017**
Software Developer
- Waiv is a mobile app and website to bring events together in one place.
- Designed and implemented interface for scheduling repeated events on the website.
- Created with Ionic and AngularJS
- Won 2017 Yale Computer Society Alan Perils Prize.

Sudoku Mobile App for Android — **September 2014 - May 2015**
Creator
- Created Android app to play Sudoku games using Java and Gradle.

SKILLS AND INTERESTS

Computer: Python, Go, Java, C, Git
Language: Conversational French, Intermediate ASL
Interests: Squash, NHL, tennis, card games, live music