

# Josh Clark

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EDUCATION	<b>Yale University</b> , New Haven, CT	<b>Expected May 2019</b>
	<ul style="list-style-type: none"><li>○ Bachelor of Arts, Computer Science &amp; Psychology. GPA: 3.40/4.0.</li><li>○ Relevant Coursework: Systems Programming &amp; Computer Organization, Algorithms, Data Structure and Programming Techniques, Artificial Intelligence, Natural Language Processing, Multivariate Calculus, Linear Algebra, Discrete Math, Statistics</li></ul>	
	<b>Hackley School</b> , Tarrytown, NY	<b>May 2015</b>
	<ul style="list-style-type: none"><li>○ GPA: 3.97/4.00, SAT: 2300</li></ul>	
RELEVANT EXPERIENCE	<b>Yale University Student Employment</b> , New Haven, CT	<b>Spring, Fall 2018</b>
	<i>Teaching Assistant</i>	
	<ul style="list-style-type: none"><li>○ Undergraduate Learning Assistant for CPSC 474, Computational Intelligence for Games</li></ul>	
	<b>El Toro</b> , Louisville, KY	<b>Summer 2018</b>
	<i>Software Development Intern</i>	
	<ul style="list-style-type: none"><li>○ El Toro is an IP targeting startup, Deloitte's 13th fastest-growing North American tech firm.</li><li>○ Developed Go client and hub application to manage network of Raspberry Pis used to monitor server performance across entire firm.</li><li>○ Rewrote demand-side platform services while translating from Python to Go.</li></ul>	
	<b>Chubb, Ltd.</b> , Stamford, CT	<b>Summer 2017</b>
	<i>Global Digital Intern</i>	
	<ul style="list-style-type: none"><li>○ Created market research delivered directly to Senior VP of Fortune 500 company.</li></ul>	
	<b>Regeneron Pharmaceuticals</b> , Tarrytown, NY	<b>May 2012 - September 2014</b>
	<i>Software Development Intern</i>	
	<ul style="list-style-type: none"><li>○ Coded Python software to create movies from still images.</li><li>○ Created a Python application to view stacks of sequential, thin images as 3-dimensional models.</li></ul>	
PROGRAMMING PROJECTS	<b>Lyrics Always</b>	<b>May 2017, Fall 2018</b>
	<ul style="list-style-type: none"><li>○ Developed an app for Windows, Mac, and Linux to automatically fetch lyrics for the song currently playing through Spotify using Python, BeautifulSoup, and PyQt5.</li></ul>	
	<b>Baseball-Predicting Neural Network</b>	<b>May 2018</b>
	<ul style="list-style-type: none"><li>○ Created a simple feed-forward neural network to predict outcomes of MLB games.</li></ul>	
	<b>Waiv</b>	<b>September 2016 - September 2017</b>
	<ul style="list-style-type: none"><li>○ Waiv is a mobile app and website to bring events together in one place.</li><li>○ Designed and implemented interface for scheduling repeated events on the website.</li><li>○ Created with Ionic and AngularJS</li><li>○ Won 2017 Yale Computer Society Alan Perils Prize.</li></ul>	
	<b>Sudoku Mobile App for Android</b>	<b>September 2014 - May 2015</b>
	<ul style="list-style-type: none"><li>○ Created Android app to play Sudoku games using Java and Gradle.</li></ul>	
SKILLS AND INTERESTS	Computer: Python, Go, Java, C, JavaScript, Git Language: Conversational French, Intermediate ASL Interests: Squash, NHL, tennis, card games, live music	