

Josh Clark

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EDUCATION	Yale University , New Haven, CT	Expected May 2019
	<ul style="list-style-type: none">○ 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, Computational Vision, Natural Language Processing, Multivariate Calculus, Linear Algebra, Discrete Math, Statistics	
	Hackley School , Tarrytown, NY	May 2015
	<ul style="list-style-type: none">○ GPA: 3.97/4.00, SAT: 2300	
RELEVANT EXPERIENCE	Yale University Student Employment , New Haven, CT	Spring, Fall 2018
	<i>Teaching Assistant</i>	
	<ul style="list-style-type: none">○ Undergraduate Learning Assistant for CPSC 474, Computational Intelligence for Games	
	El Toro , Louisville, KY	Summer 2018
	<i>Software Development Intern</i>	
	<ul style="list-style-type: none">○ El Toro is an IP targeting startup, Deloitte's 13th fastest-growing North American tech firm.○ Developed Go client and hub application to manage network of Raspberry Pis used to monitor server performance across entire firm.○ Developed a user interface using React to control the Raspberry Pis on the network.○ Rewrote demand-side platform services while translating from Python to Go.	
	Chubb, Ltd. , Stamford, CT	Summer 2017
	<i>Global Digital Intern</i>	
	<ul style="list-style-type: none">○ Created market research delivered directly to Senior VP of Fortune 500 company.	
	Regeneron Pharmaceuticals , Tarrytown, NY	May 2012 - September 2014
	<i>Software Development Intern</i>	
	<ul style="list-style-type: none">○ Coded Python software to create movies from still images.○ Created a Python application to view stacks of sequential, thin images as 3-dimensional models.	
PROGRAMMING PROJECTS	Lyrics Always	May 2017, Fall 2018
	<ul style="list-style-type: none">○ 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
	<ul style="list-style-type: none">○ Created a simple feed-forward neural network to predict outcomes of MLB games.	
	Waiv	September 2016 - September 2017
	<ul style="list-style-type: none">○ 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
	<ul style="list-style-type: none">○ Created Android app to play Sudoku games using Java and Gradle.	
SKILLS AND INTERESTS	Computer: Python, Go, Java, C, JavaScript, Git Language: Conversational French, Intermediate ASL Interests: Squash, NHL, tennis, competitive card games, live music	