Josh Clark

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EDUCATION

Yale University, New Haven, CT — **Expected May 2019**
- o Bachelor of Arts, Computer Science & Psychology. GPA: 3.40/4.0.
- o 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**
- o GPA: 3.97/4.00, SAT: 2300

RELEVANT EXPERIENCE

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

El Toro, Louisville, KY — **Summer 2018**
Software Development Intern
- o El Toro is an IP targeting startup, Deloitte's 13th fastest-growing North American tech firm.
- o Developed Go client and hub application to manage network of Raspberry Pis used to monitor server performance across entire firm.
- o Developed a user interface using React to control the Raspberry Pis on the network.
- o Rewrote demand-side platform services while translating from Python to Go.

Chubb, Ltd., Stamford, CT — **Summer 2017**
Global Digital Intern
- o Created market research delivered directly to Senior VP of Fortune 500 company.

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

PROGRAMMING PROJECTS

Lyrics Always — **May 2017, Fall 2018**
- o 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**
- o Created a simple feed-forward neural network to predict outcomes of MLB games.

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

Sudoku Mobile App for Android — **September 2014 - May 2015**
- o 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, card games, live music