KATELYN CLARK

4TH YEAR SENIOR · SOFTWARE DEVELOPER

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EDUCATION

Texas A&M University, *BA in Computing, Minor in Graphic Design* | College Station, TX   GPA: 3.34   May 2025

Concentration: Human-computer interaction design with a focus on aspects of game and web design and development.
Courses: Design & Analysis of Algorithms | Computer Organization | Data Structures | Computer Graphics | Machine Learning | Human-Computer Interaction | Database Systems | Linear Algebra | Game Design | Data Visualization

EXPERIENCE

Texas A&M University College of Engineering, *Peer Teacher* | College Station, TX   Aug 2023 - Present
- Hosted open office hours for 100-300 level CSCE courses as part of the CSCE Department PT program, assisting over 30 students per week and getting 75+ views each week on virtual review sessions featuring self-created content.
- Coordinated labs of 28 students for Programming Design, Computer Organization, Computer Systems, and Intro to Software Engineering courses, teaching C++, C, HTML/CSS, Assembly, circuit design, finite state machines, client/server relationships, piping, application development, and instruction state architecture.

Texas A&M University IT, *Open Access Labs Student Assistant* | College Station, TX   May 2023 - Aug 2023
- Assisted in troubleshooting, repairing, and facilitating 275 OAL devices in addition to Virtual OAL devices.
- Performed regular maintenance and upkeep on 20 University printers, including tracking supply usage.
- Trained in incident management and problem escalation as Student Project Leader across two lab locations.

Aggie Internship Club, *Social Media Officer* | College Station, TX   August 2024 - Present
- Founding executive officer and member of the Aggie Internship Club.
- Responsible for maintaining the Instagram and LinkedIn accounts, for all official communications through Discord and email, and for helping organize events with 100+ attendees.

Alpha Omega Epsilon, Beta Omega Chapter, *Secretary* | College Station, TX   April 2023 - April 2024
- Oversaw attendance, membership status, and meeting minutes for 15+ Officers and 70+ Active members.
- Served on the Executive Board, overseeing the Director of Social Media and Director of Technology.
- Oversaw first point of contact with the Chapter and kept up with scheduled paperwork and forms regarding membership.

SKILLS

Languages	Java, C/C++, HTML/CSS, Python, JavaScript
Technology	Java Swing, JavaFX, MySQL, PostgreSQL, Matplotlib, Plotly, MongoDB, PyTorch, Flask, Node.js
Tools	Linux, Unix, Git, GDB, VS Code, IntelliJ, Anaconda, AWS Hosting, Google Cloud Platform, Adobe Illustrator, Adobe Photoshop, Figma, Waterfall Methodology, Agile Methodology

PROJECTS

Fast Food POS Web Application, *PostgreSQL, Java, JavaScript, Java Swing, TypeScript, AWS*   March 2024 - May 2024
- Implemented a web application in an Agile team to allow authenticated users to view the menu board, place food orders, view/complete kitchen tickets, edit menu items and ingredients, view monetary reports, and edit employee information that was all connected to an SQL database backend.
- Focused on front-end with the integration of multiple APIs for user accessibility, such as multilingual translation, high-contrast, built-in zoom features, and an increase in button hit boxes.

Marketplace Sales System, *Redis, Java, Java Swing, HTML*   April 2024 - May 2024
- Designed a desktop application connecting to a Redis DB using Java to list products for sale and purchase products through a user-based transaction system.
- Developed a web server using a RESTful template to search items for sale within a particular price range.

Connect 4 Game, *Java, Java FX*   December 2023
- Designed and implemented a fully functional Connect 4 game.
- Features including a one-player mode with multiple difficulty levels, save/upload functionality, an engaging GUI with player error handling, and a modular object-oriented design.

Ray Tracer, *C++, OpenGL, tinyobjloader*   Oct 2023 - Nov 2023
- Created a recursive ray tracer that can handle spheres, planes, imported .obj geometry, as well as mirrored surfaces and multiple light sources/shadows, optimized using a tree hierarchy.