

# KATELYN CLARK

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## EDUCATION

**Texas A&M University, BA in Computing, Minor in Graphic Design** | College Station, TX      GPA: **3.5**      May 2025  
Concentration: Interactive/graphic visualization design with a focus on aspects of game and web design and development.  
Courses: Design & Analysis of Algorithms | Human-Computer Interaction | Database Systems | Data Visualization | Designing for the Web | Programming Languages | Discrete Structures in Computing | Computer Graphics  
Awards & Involvement: Dean's Honor Roll (Fall 2022, Spring 2024, Fall 2024, Spring 2025), Alpha Omega Epsilon, Aggie Internship Club, Aggie Women in Computer Science, Texas A&M Game Developers

## EXPERIENCE

**Texas A&M University CSCE Department, Peer Teacher** | College Station, TX      Aug 2023 - May 2025

- Hosted office hours for 100-300 level CSCE courses, assisting over 30 students per week, and creating virtual review content with 75+ views weekly, focused on computer systems topics.
- Coordinated and led labs for courses in Programming Design, Computer Systems, Computer Organization, and Software Engineering, teaching languages such as C++, Python, and web technologies (HTML/CSS), as well as system-level concepts like client/server relationships, circuit design, and finite state machines.

**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 - May 2025

- 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, Secretary, Director of Technology** | College Station, TX      April 2022 - April 2024

- Oversaw attendance, membership status, and meeting minutes for 15+ Officers and 70+ Active members.
- First point of contact with the Chapter and kept up with scheduled paperwork and forms regarding membership.
- Designed and maintained the Chapter's website, communication channels, and document organization.

## SKILLS

Languages    C, C++, C#, Java, JavaScript, Python, TypeScript, HTML5, CSS3, LaTeX  
Technology    MySQL, PostgreSQL, MongoDB, Redis, Node.js, React, SvelteKit, Flask, Next.js, SASS, Three.js, WebGL  
Tools          Git, GitHub, Vercel, Linux, Unix, NPM, Figma, Adobe Creative Suite

## PROJECTS

**Reader's Recs, JavaScript, React, Node.js, Flask, Python, SASS, MongoDB**      January 2025 - May 2025

- Developed a social cataloging platform for readers, offering personalized book recommendations using a machine learning algorithm built with Scikit-learn, NumPy, and SentenceTransformers.
- Designed and implemented the front-end of the platform, focusing on user interface design and functionality, including custom pop-ups, dynamic content, and user interactions.
- Integrated front-end features with back-end services to ensure smooth interactions and a seamless user experience.
- Developed and tested a recommendation engine to suggest books based on user preferences and past ratings.

**Spotify Web Visualizer, Svelte, TypeScript, Spotify Web API, Web Audio API, Three.js, WebGL**      February 2025 - April 2025

- Built a real-time audio visualizer connected to Spotify's Web Playback API, enabling dynamic music visualizations based on song data such as BPM and frequency.
- Rendered 3D visualizations and analyzed audio features like frequency and volume in real time.
- Implemented the front-end to provide a reactive UI that can change colors and styles based on user preferences and the genre of the music.

**Marketplace Sales System, Java, HTML, Java Swing, Redis**      April 2024 - May 2024

- Designed a desktop application to enable users to list and purchase products in a marketplace setting.
- Developed a RESTful web server for searching items within a specific price range, enabling a smooth user experience for browsing and purchasing.

**Fast Food POS Web Application, Java, JavaScript, TypeScript, Java Swing, PostgreSQL, AWS**      March 2024 - May 2024

- Implemented a web application to manage restaurant orders, menu items, employee data, and financial reports, all integrated with a PostgreSQL database.
- Focused on building accessibility features for the front-end, including multilingual support, high-contrast modes, zoom features, and increased button hit boxes.