Nicholas Clark

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Education

Carnegie Mellon University
Bachelor of Science, Computer Science
Graduation May 2024, GPA 3.72/4.00

Relevant Coursework
15-451: Algorithm Design and Analysis
15-440: Distributed Systems
15-213: Computer Systems (TA)
15-210: Parallel and Sequential Data Structures and Algorithms
15-251: Great Ideas in Theoretical Computer Science
15-150: Functional Programming
15-122: Imperative Programming

Skills

Python (PCAP Certification)	●●●●●
Java (SE 8 Certification)	●●●●○
Linux/Unix	●●●●○
JavaScript	●●●●○
C/C#	●●●●○
HTML/CSS	●●●○○
React.JS	●●●○○

Software Projects

Leetcode Leaderboards
- A Leetcode contest system written in NodeJS and Express
- Designed for users to build up consistent study patterns of algorithmic technical interview questions

Tldraw *(Open Source Contribution)*
- An online drawing app written in Typescript
- Collaboratively fixed a menu navigation bug related to the undo functionality in the canvas not working while the tool selection menu was open

Associations

National Society of Black Engineers (NSBE)

Experience

Software Engineering Institute: *Software Engineering Intern*
January 2022 - Present
- Creating a dynamic virtual LAN (vlan) management system with automated vlan allocation and vlan free endpoints, allowing for the creation of conflict free virtual machines on the same network through use of Terraform on the Crucible Framework
- Designing the API with the .NET framework and PostgreSQL
- Designing the frontend management dashboard in AngularJS

Amazon: *Software Development Engineering Intern*
June - August 2021
- Created a Java Database Access Layer API for the Alexa Shopping List Deals project; using the internal Coral Service Framework, AWS DynamoDB, and an AWS EC2 Linux Cloud Desktop.
- Designed automated Unit and Integration tests as part of the CI/CD build pipeline to ensure the three million monthly requests to the API met performance expectations.

Google: *Computer Science Summer Institute Program Participant*
May 2020
- Selected to participate in a 4-week intensive computer science curriculum for high-achieving students, taught by google engineers.
- Collaboratively delivered an interactive gaming application final project, consisting of 1400 lines of JavaScript, CSS, and HTML error-free code during an accelerated 5-day sprint.

San Diego Supercomputer Center: *Software Engineering Intern*
May - August 2018
- Improved Support Ticket response times by 34% [4,500 annual requests] by implementing a Machine Learning Text Classification model.
- Collaborated with 3 additional interns in implementing the Python solution, drafting documentation, and showcasing a final presentation before product users and senior staff.

The League of Amazing Programmers: *Teaching Assistant*
May 2016 - July 2017
- Developed a food distribution website, replacing monthly mailers, consuming 15% of the annual marketing budget, by mentoring students through a series of Java development sessions.
- Improved post-release user experiences, evaluated customer feedback, guided students in delivering 25 defect fixes, and refactored 800 lines of code down to 600 lines.