NEIL CLARKE

SOFTWARE ENGINEER

Hard working and versatile programmer adept at problem-solving and development in agile environments. Works well alongside other developers and designers as well as individually. Strives to achieve the best results as efficiently as possible.

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KEY SKILLS

Software/Frameworks
- React
- Node.js
- AWS
- Godot

Languages
- C++
- TypeScript
- Lua
- Python

Misc.

Blender3D   GIMP   Arduino

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PROFESSIONAL DEVELOPMENT

Robotics Software Engineer (Udacity Nanodegree, 2021)
- Crash course in Gazebo and the C++ Robot Operating System (ROS) focusing on Localization, SLAM and path planning in order to develop a home service robot

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in www.linkedin.com/in/n-clarke

⬛ https://github.com/null-usr

◆ https://www.nclarke.dev

EXPERIENCE

2021-present   **Frontend Developer**
Drinkotec - Nyon, Switzerland

Frontend development and maintenence of Drinkotec's beverage operations web app: LOOP360 alongside UI/UX designer and Head of Platform using the React framework.
- Implement and brainstorm new features, patch bugs and optimize the codebase.
- Project lead for Drinkotec's component library DS Loop; work alongside UI/UX designer to create company component library for use in current and future applications
- Use Bitbucket and AWS (S3, R53 and Cloudfront) to create pipelines for both deploying the component library web app and updating the NPM package

2018 - 2019   **Software Engineer**
DigitArena - Le Bouveret, Switzerland

Realization, testing, packaging and maintenance of real-time video feed personalization graphic engine.
- C++ graphic overlay event system controlled via UDP or ancillary data
- Video encoding/decoding, OpenCV, video card programming (AJA)
- Scripting (C++, Python, FFMPEG and shell) during live sporting events (Linux & Windows)
- Integration of product into broadcast pipeline, interfacing with proprietary software and meeting TV broadcast standards.

PROJECTS & AWARDS

Bark Dialogue Editor (2022 - ongoing)

Design and implement a relational JSON editing tool geared towards dialogue editing using React for the UI and Electron to deploy to desktop platforms.
The objective is to create a simple but customizable tool to make up for a lack of flexibility in current tools without overloading usage complexity.

Love2D Game Development (2021 - ongoing)

Build and use Entity Component System using Lua in order to assist in development of a 2D space-themed game focused on physics-based orbital mechanics.

Writer, Technical Artist & Systems Programmer (2017)
Independent Game Development - Troy, NY

Third place winner at New York State Game Development Competition
- C# item crafting, interaction & serialization
- Node based dialogue tree, GUI & event system
  - Unity Editor GUI to help team create and edit XML dialogue tree including callbacks using partial classes and reflection
- Vertex and fragment shader programming

EDUCATION

2014-2017   **BS Computer Science and Games & Simulation Arts & Sciences Dual Major**

Rensselaer Polytechnic Institute - Troy, NY