

Russell Clarey

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4A Software Engineering

SKILLS

LANGUAGES

JavaScript, TypeScript, C++, C,
Java, Ruby

WEB DEVELOPMENT

React, Redux, Ember.js,
Ruby on Rails, Socket.io

BACKEND DEVELOPMENT

Express.js, Node.js, MySQL,
MongoDB

TOOLS

Git, Vim, Webpack

EDUCATION

SOFTWARE ENGINEERING

University of Waterloo
2015 – 2020

INTERESTS

Web development
Compilers
Science fiction novels
Hiking
Japanese language

EXPERIENCE

FACEBOOK

Frontend Engineering Intern
React, JavaScript, PHP

Menlo Park, USA
Jan – Apr 2019

- Developed React components for Facebook.com
- Specifics under NDA

SONY INTERACTIVE ENTERTAINMENT

Software Engineering Intern
Ember.js, JavaScript, TypeScript

Waterloo, Canada
Sep – Dec 2017 & Jun – Aug 2018

- Developed a redesigned checkout flow for PlayStation Vue in Ember.js
- Heavily expanded a TypeScript library that implements core functionality for all PlayStation Vue commerce clients
- Refactored local state in Ember.js services into models to make app behaviors easier to reason about

MITRE MEDIA

Web Developer
Ruby on Rails, JavaScript, MySQL

Toronto, Canada
Jan – Apr 2017

- Developed custom financial tools across many of the company's 7 web apps
- Led the design and development of a custom internal tool to allow for navigation menus to be easily edited across all 7 web apps
- Reduced load speeds on a popular tool by refactoring it into a static page that updates asynchronously with AJAX

PROJECTS

SIMPLE-OT

Typescript

A simple, hand-written operational transform library that uses the domain-agnostic GOTO control algorithm. This library was written for use in my collaborative code editing project, Cloudcode.

CLOUDCODE

React, Express.js, Node.js, Socket.io

A real-time collaborative coding web app built with my own hand-written operational transform library. The app allows multiple users to edit a file simultaneously. Users with an account can save files to their account in a file/folder hierarchy.