Weston Clark

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SKILLS

- **Languages**: TypeScript/JavaScript, Go, C/C++
- **Technologies**: Node.js, Express, Fastify, MySQL, PostgreSQL, Docker, Kubernetes, Skaffold, Helm, ArgoCD, GitOps, CMake, Git, GCP, AWS, RabbitMQ, REST API, React.js, Tailwind, Next.js, Jest, Vitest

WORK EXPERIENCE

Software Engineer II   May 2024 — Present
Madwire
- Developed shared services and infrastructure for managing users, accounts, and permissions across multiple products
- Owned the identity management system consisting of Keycloak combined with custom auth libraries/middleware
- Designed a custom role-based permission system to authorise user actions and resource access across products
- Built automated data pipelines using webhooks and scripts to sync data across systems and provide accurate reporting
- Worked across teams to coordinate migrations and integrations with new services and infrastructure
- Migrated legacy PHP endpoints to Node.js services, reducing complexity, improving performance, and reducing cost
- Expanded test coverage with comprehensive unit, integration, and end to end tests using Jest and Vitest

Audio Systems Engineer   Jan 2019 — May 2024
Octane AVL
- Designed audio systems for touring theatrical productions including speakers, audio consoles, and networking devices
- Wrote custom real-time audio software and scripts for integrating musical performances with production infrastructure
- Provided audio recording and production services in state of the art recording studios for bands of all sizes

Technical Director   Jan 2018 — Jan 2019
Westside AJC
- Led the production team of A/V operators and musicians for a church of 5,000 weekly attendees
- Trained non technical volunteers on operating theatrical level audio, video, and lighting equipment
- Collaborated with design and finance teams to turn creative ideas and budgets into executable technical plans

PROJECTS

Watchdogs.io   www.github.com/oslabs-beta/Watchdogs
- An observability platform built for real-time monitoring of AWS Lambda performance metrics and logging
- Integrated with Cloudwatch to retrieve performance data and display it using interactive dashboards and charts
- Designed an internal caching system with Redis to reduce third party API costs and improve page load times
- Open source project developed under OSLabs

Fader Keys   www.github.com/westonclark/fader-keys-source
- A desktop application for controlling fader movements in digital audio workstations via MIDI CC messages
- Deployed a custom online store and user dashboard for purchasing, downloading, and authorization the application
- Created a custom license key generation, storage, and validation system for software authorization
- Application built with C++ and Objective C++, website built with Next.js, Stripe, Clerk Auth, and Neon DB

Multi Effect Audio Plugin   www.github.com/westonclark/multi-effect-plugin
- An effect processor for applying DSP effects to audio recordings like phaser, chorus, overdrive, filters, and EQ
- Built using C++, the JUCE framework, and Xcode build tools

HTTP Server   www.github.com/westonclark/http-server-c
- An HTTP server written from scratch in C with no external libraries or frameworks
- Handles TCP socket connections, HTTP request parsing, and serves static HTML files from the file system

EDUCATION

Conservatory Of Recording Arts and Sciences   Oct 2013 — May 2014
Immersive Audio Recording and Production Program