

# Weston Clark

Portland, OR | [westoclark@gmail.com](mailto:westoclark@gmail.com) | [github.com/westonclark](https://github.com/westonclark) | [linkedin.com/in/westoclark](https://linkedin.com/in/westoclark) | [westonclark.dev](https://westonclark.dev)

## WORK EXPERIENCE

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### Backend Engineer II

May 2024 — Present

Madwire

- Maintained internal APIs and databases that handle accounts, users, and permissions with Node.js and MySQL
- Migrated to a custom role-based permission system for managing resource access across products and teams
- Owned the identity management service using Keycloak, handling the creation of bearer tokens and service clients
- Updated legacy PHP endpoints and migrated them to Node.js services, improving performance and cutting costs
- Worked across teams to coordinate migrations and integrations with new services
- Created internal tools and scripts to help engineers interact with APIs and infrastructure

### Software Engineer

Feb 2023 — May 2023

Watchdogs.io (Open Source Startup)

- Built the AWS observability platform for monitoring Lambda functions and their performance metrics
- Connected to CloudWatch to collect and store performance data like invocations, duration, errors, and logs
- Implemented a responsive and interactive front end UI, using charts and graphs to display real time data to users
- Built an internal caching system with Redis to reduce external API costs and improve page load times
- Open source project, developed under OSLabs

### Audio Systems Engineer

Jan 2019 — May 2023

Octane AVL

- Designed and installed audio control, networking, and DSP systems in live music venues and recording studios
- Built custom audio software for real-time control over audio infrastructure and musical performance software
- Provided audio production and mixing services for touring acts, performing at venues from small clubs to large arenas

### Technical Director

Jan 2018 — Jan 2019

Westside AJC

- Led the live production team and managed staffing for all technical positions required for church services
- Trained staff and volunteers on how to operate audio, video, and lighting equipment for theatrical productions
- Collaborated with design and finance teams to turn creative ideas and budgets into practical technical plans

## PROJECTS

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### Fader Keys

[www.github.com/westonclark/fader-keys-source](https://www.github.com/westonclark/fader-keys-source)

- Desktop application that integrates with audio production software to control fader movements through MIDI messages
- Deployed a custom online store for purchasing and downloading the application with license authorization
- App written in C++ and Objective C++, website built with Next.js, Stripe, Clerk Auth, and Neon DB

### Multi Effects Plugin

[www.github.com/westonclark/mutli-effect-plugin](https://www.github.com/westonclark/mutli-effect-plugin)

- Audio processing plugin featuring DSP audio effects like phaser, chorus, overdrive, filters, and parametric EQ
- Built using C++, the JUCE framework, and Xcode build tools

### HTTP Server

[www.github.com/westonclark/http-server-c](https://www.github.com/westonclark/http-server-c)

- HTTP server written from scratch in C without external libraries or frameworks
- Handles TCP socket connections, HTTP request parsing, and serves static HTML files from the filesystem

## EDUCATION

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### Conservatory Of Recording Arts and Sciences

Oct 2013 — May 2014

*Audio Recording and Production Immersive*

## SKILLS

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- **Languages:** TypeScript, Go, C/C++, HTML/CSS
- **Technologies:** Git, Docker, Kubernetes, ArgoCD, Skaffold, Helm, RabbitMQ, MySQL, PostgreSQL, Google Cloud, AWS, Keycloak, REST API's, OpenAPI Spec, JSDoc, React, Tailwind, Next.js, Node.js, Express