Will Clore

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CAREER PROFILE

Highly motivated Computer Science candidate who has a strong foundation in DevOps, Software Engineering and Networking. Collaborated on team-based development projects to design new software solutions and automation workflows through creative problem-solving and communication. Adept at quickly resolving system and software problems to minimize disruptions in operations while continuously offering recommendations to drive innovation. Proven ability to solve problems relevant to Computer Science through effective time management and strong analytical thinking.

Programming Languages: C/C++, Java, Rust, Python, SQL, JavaScript
Operating Systems: MacOS, Linux, Windows
Version Control: Git
Databases: MySQL, PostgreSQL

EDUCATION

BAYLOR UNIVERSITY- Waco, TX **May 2026**
Bachelor of Science in Computer Science

- GPA: 3.44
- Minor: Mathematics
- Dean's Academic Honor's List: Fall 2022
- **Relevant Coursework**: Software Engineering I & II, Networking, Data Structures, Algorithms, Database Design, Introduction to Cybersecurity

EXPERIENCE

TEXAS FARM BUREAU INSURANCE– Waco, TX **Jan 2025 – Aug 2025**
Systems Administrator Intern

- Maintained over 500 Windows and Linux Servers using VMware vSphere, ensuring critical applications and private insurance information remained secure and highly available for every Texas Farm Bureau Insurance customer.
- Collaborated with a team of System Administrators to implement effective system automation strategies and secure deployment plans through clear verbal communication and participation in daily scrum meetings.
- Developed automation workflows using Ansible, improving update deployment efficiency across every server by 20%

PET ADOPTION APPLICATION- Waco, TX **Aug 2024- Dec 2024**
Lead Software Engineer

- Collaborated on a web application capable of allowing users to adopt pets from adoption centers through a game-like custom recommendation system
- Developed the software using React for the frontend and Java Spring Boot for the backend as well as Google Cloud Platform to deploy the project to a VM instance
- Directed a team of 5 developers with the primary tasks of planning meetings, maintaining communication among team members and ensuring efficiency in assignments

ARCHELOGICAL FIELD SCHOOL – Rome, Italy **May 2024 – Aug 2024**
Student Archeologist

- Identified different archeological finds from the Etruscan population in Rome as well as finds from the Medieval period to grow the understanding of the ancient communities
- Analyzed 3D Models and Lidar Scans of the research sights to better understand the processes in which certain groups would construct their buildings and structures
- Proposed new database tools such as Microsoft Access and MySQL that could be used to collect, store and track archeological finds to improve data permanence by 50%

ADDITIONAL

- Additional Technologies: Next.JS, HTML/CSS, Spring Boot, X86 Assembly, React, Bash, PowerShell
- Undergraduate Researcher with Dr. Andrew Freeman, PhD in Computer Science