

Clark Brace

Seattle, WA

(206)-653-5477

clarkbrace@gmail.com

[linkedin.com/in/clark-brace](https://www.linkedin.com/in/clark-brace) 

github.com/clarkbrace 

I am seeking a role within a software development team where I can leverage my skills as a programmer while continuing to learn and make meaningful contributions to projects. I am eager to collaborate with others to tackle challenging problems and further develop my expertise in software development.

Education

University of Puget Sound, Tacoma, WA
B.S. - Computer Science, Minor - Economics

Class 2023

Technical Skills

Programming Languages: Java, JavaScript, HTML, CSS, C#, SQL, Python, Swift, SwiftUI, R.

Other Software/Programs: Visual Studio, Camtasia Studio, React.js, React Native, Processing, Xcode, git/github, LaTeX, Squarespace, Wix.

Work Experience

Web Developer

Summer 2023 - Present

Running my own small business where I work 1:1 with clients to create or improve their websites. My clients have ranged from non-profit organizations with content-heavy websites of 200+ pages to small businesses just establishing their presence on the web.

- Create, overhaul, and migrate websites to enhance clients search engine visibility and improve user accessibility, resulting in top-performing sites receiving upwards of 3.1k visits a month and maintaining high Google PageRank scores
- Consult closely with clients to establish clear work expectations and maintain constant communication to incorporate feedback and refine website design towards client's vision
- Develop scripts/code injection optimizations to streamline internal business processes and establish formatting standards for all page types to ensure consistency and ease of maintainability for non-technical website contributors
- Design and develop cohesive website color palettes/website design aesthetics and create custom high quality vector graphic logos

Movie Swiping iOS App (Cinemigos)

Summer 2023

Cinemigos is a movie swiping iOS application available on the App Store. Created by myself and a partner, Cinemigos is a platform designed to help users discover movies, both old and new, as well as connect with others over common movie interests.

- Self-taught iOS development cycle in collaboration with partner, successfully learning Swift, Xcode, and the App Store review and launch process
- Utilized various web APIs and Firebase database for information and user data storage
- Implemented user account creation and recovery system using OAuth protocols

Software Engineering Intern, MacCoss Lab University of Washington

Summer 2022

MacCoss Lab at the University of Washington performs research on protein mass spectrometry as part of the Department of Genome Sciences. I contributed to MacCoss Lab's Skyline software, which is designed to help interpret data output from mass spectrometers and employs cutting-edge technologies and methods to produce powerful research tools.

- Worked to develop Skyline, a program written in C# and using Windows Forms, to help researchers interpret data from mass spectrometers
 - Designed form UI and implemented feature that allows users to select and share project files to simplify data sharing and bug reporting, a system that remains in the project today
 - Implemented natural sorting algorithm for human-readable file list display to enhance user experience with clearer file organization
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Projects

Personal Website, <https://personal-website-phi-red.vercel.app>

- Self-taught website development and maintenance using the framework Next.js, React, and Tailwind CSS
- Developed and implemented a Minesweeper clone in React
- Created custom pixel art graphics for website layouts and visuals in Aseprite

3D Solar System model in OpenGL

- Fully customizable 3d solar system model which allows for custom solar system files to be entered and shown.
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Awards/Memberships

Winner of Tacoma International Collegiate Programming Contest (ICPC)
Upsilon Pi Epsilon Honor Society
Vice President of the Beta Theta Pi fraternity

Fall 2022
Initiated Spring 2022
January 2022 - May 2022