

# Connor Clarke

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## EDUCATION

### Texas A&M University

May 2026

*Bachelor of Science in Computer Science, Minor in Business (GPA 3.954)*

**Relevant Coursework:** Program Design & Concepts (C++), Discrete Structures of Computing, Data Structures & Algorithms, Computer Organization, Programming languages, Computer Systems, Software Engineering, Calculus, Linear Algebra, Statistics

## EXPERIENCE AND LEADERSHIP

### Computer Science Undergraduate Research, College Station, TX

August 2024 - Present

- Utilized novel view synthesis to 3D render locations around TAMU campus to aid the development of CamP and Zip-NeRF.
- Developed algorithms to generate new features while finding and squashing bugs in the application.
- [https://github.com/google-research/google-research/tree/master/camp\\_zipnerf](https://github.com/google-research/google-research/tree/master/camp_zipnerf).

### Computer Science & Engineering Peer Teacher, College Station, TX

August 2024 - Present

- Led lab sections, delivering instruction on vital computer science concepts and ensuring student comprehension.
- Provided weekly office hours, offering personalized support to deepen students' understanding of computer science concepts and improve their performance on assignments.

### Freshmen in Engineering, Science, and Technology (FEST), College Station, TX

September 2022 - May 2024

#### Committee Director - Engagement (May 2023 - May 2024)

- Provided leadership to a committee of 10 members, fostering engagement and collaboration within the organization.
- Streamlined communication by coordinating weekly meetings, presentations, and emails among 95 members.
- Created and updated the organization's website, generating over 3000+ unique visitors.

#### Outreach Sub-Committee Leader (September 2022 - May 2023)

- Selected as one of 50 STEM students for a leadership role focused on member development through personal, professional, and social events.

### Distinct Capital Group, Software Engineering/Product Acquisitions Intern, Austin, TX

June 2022 - August 2023

- Developed a software-driven competitive analysis tool to assess the market for rooftop tents and automotive awnings.
- Identified and prioritized potential product acquisitions from Kickstarter and IndieGoGo.
- Conducted data-driven research that contributed to the acquisition of Kammok's Crosswing auto awning.

## PROJECTS

### Comic Book Wishlist Manager | Full Stack Developer

August 2021 - Present

- Designed and implemented a fully functional web scraping wishlist application that uses previewsworld.com to access upcoming comic book solicitations.
- Utilized a file creation system that allows users to create a WishlistModel that dynamically stores product data and successfully saves it to disk for multi-user use.

### Wordle Game Replica | Full Stack Developer

March 2024 - May 2024

- Developed a fully functioning replica of Wordle using Java and Scene Builder.

### Dungeon Crawler Video Game | Backend Developer

August 2023 - December 2023

- Developed a fully functional 2D Dungeon Crawler video game using C++, allowing users to control characters across various difficulty maps for an immersive experience, including coding enemy encounters and a currency system.

### TownTalk (howdyhack23) | Backend Developer

September 2023

- Contributed to a four-person development team with the creation of an application that allows users to discover local events by entering their city or zip code.
- Led the design and integration of PredictHQ's API, which was crucial to the functionality and framework of TownTalk.

### Covid-19 Exposure Tracker (viperdashboard) | Full Stack Developer

August 2021 - December 2021

- Designed and developed a comprehensive COVID-19 exposure tracking system using Java, which enabled users to check potential exposure to COVID-19 within my high school community.
- Created an immersive graphical user interface for users to input information and receive tracking notifications easily.

## SERVICE

- BUILD Volunteer

September 2023 - Present

- Mega Camp Fun Leader

June 2018 - Present

- Nicaragua Mission Trip

July 2022

## ADDITIONAL INFORMATION

**Programming Languages:** Python, C, C++, C#, Java, SQL, Javascript, HTML, CSS, R, SQL, Swift

**Operating Systems:** MacOS, Microsoft Windows, Linux, iOS

**Skills:** Microsoft 365 Certified, Google Workspace, Git, Github, Xcode, Visual Studio, Ability to learn