Griffin Clark

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OVERVIEW

Eager to leverage my Engineering Physics background and software engineering skills, I am seeking a role in a fast-paced, collaborative setting. With expertise in Python, PHP, JavaScript, and React, as well as many projects worth of AI/ML experience, I am well-equipped to contribute to various projects. My adaptability and commitment to continuous learning are evident in my research and previous roles. I look forward to bringing my technical acumen and innovative mindset to a dynamic team.

PROFESSIONAL EXPERIENCE

DEALSOURCING, Vancouver, BC

Full Stack Engineer, May 2022 – May 2023

- Spearheaded the technical transformation for a SaaS Startup, enhancing website efficiency by rewriting the backend using PHP, Python, and Laravel, and updating the front-end using HTML, CSS, AJAX, and jQuery.
- Engineered a **Python-based data scraper** to consolidate information, and designed an **AWS RDS** infrastructure for storage, enhancing data capture efficiency.
- Implemented **agile development** techniques to effectively manage and coordinate multiple streams of work within the teams, ensuring timely and consistent progress towards project goals.
- Developed and implemented **REST APIs**, enhancing website functionality and user interaction, optimized **HTTP request** handling, increasing server response time by 95%.

ALACRITY CANADA, Victoria, BC

Software Engineer Intern, January 2022 – May 2023

- Streamlined the technical and asset acquisition process for a Startup, working with GitHub, Stripe, AWS, and Heroku.
- Regularly provided the board with weekly progress updates, exemplifying a strong commitment to meeting deadlines.
- Acted as the primary technical consultant for a mid-size firm, addressing domain complications and bug resolutions, while executing web page redesigns utilizing **Wordpress**, **Hubspot**, **and Namecheap**.

MCDONALD INSTITUTE, Remote (Kingston, ON)

Research and Outreach Fellow, May 2021 – September 2021

- Advanced research in dark matter through the **complex mathematical modelling** of stellar and galactic formations with the use of the Queen's **supercomputer server**.
- Quickly adapted to unfamiliar hydrodynamic modelling software such as GIZMO, yt and DICE.
- Leveraged python fluency to analyze data coming from the models, as well as teaching the language to high school students.

EDUCATION

QUEEN'S UNIVERSITY, Kingston, Ontario

Bachelor of Engineering Physics with Honours, Specialization in Computer Engineering

RELEVANT PROJECTS & RESEARCH

ENPH 455 THESIS, Kingston, ON

Cooperative Perception for Autonomous Vehicles (AI)

- Conducting research on cooperative perception for autonomous vehicles, with a focus on feature extraction using the **PointPillar method** and vehicle to infrastructure feature fusion using deep learning on the DAIR-V2X dataset.
- Investigating the potential benefits and challenges of cooperative perception for autonomous vehicles and developing new methods and algorithms to improve the accuracy and reliability of this technology.

ENPH 454 CAPSTONE PROJECT, Kingston, ON

Queue Hop – AI Line Estimator

- Built customer facing IOS/Android app using JavaScript and React Native for a class capstone project.
- Trained a **point based deep learning model** to count the number of people in line at an engineering bar on campus and deliver line count and wait time estimates through the app.
- Integrated a Google Sheets API to transfer and display analyzed data from the model to the app for user accessibility.

PROGRAMMING LANGUAGES/FRAMEWORKS/OS

• Python, PHP, JavaScript, TypeScript, Swift, SQL, C++, Java, Laravel, React, Linux, Unix, Ubuntu, Docker