Clay Kaufmann

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Skills

Languages – Proficient: Python, JavaScript, TypeScript // Familiar: Java, C++, C
Technologies – Proficient: NextJS, NodeJS, React // Familiar: Django, Express, Flask

Relevant Experience

NASA Goddard Space Flight Center – Remote   August 2021 – December 2021
Software Engineering Intern
- Lead development on the GRASP citizen science project, an online game that has users come up with different patterns that scientists can use to place telescopes across the world for deep-space imaging

Harris Computer / Systems and Software – Remote   May 2021 – August 2021
Student Software Engineer
- Developed and wrote scripts that helped migrate customers to a new platform for companies main product, enQuesta

Teaching Assistant – University of Vermont   January 2020 – May 2021
Intermediate Programming (UVM CS 110)
- Helped teach Object-Oriented Programming and Java to UVM students, held weekly office hours to help students with homework and studying for exams

CS Crew – University of Vermont   May 2020 – May 2021
Treasurer
- Managed the finances of UVM's computer science club, CS Crew
- Brought in guest speakers to speak to the club about the industry of software engineering

Education

University of Vermont (UVM), Burlington, VT.   Expected Graduation: December 2022
Master of Science in Computer Science

University of Vermont (UVM), Burlington, VT.   Graduated: December 2021
Bachelor of Science in Computer Science   *GPA: 3.55*
Minor: Mathematics

Relevant Coursework

- CS 124: Data Structures and Algorithms
- CS 224: Algorithm Design and Analysis
- CS 201: Operating Systems
- CS 205: Software Engineering
- CS 148: Database Design and Structure
- CS 253: Reinforcement Learning
- CS 254: Machine Learning
- CS 295: Secure Distributed Computation

References Available Upon Request