

Email: cbeal4004@gmail.com
Portfolio: www.claybeal.dev

Clay Beal

GitHub: github.com/clayster4004
LinkedIn: linkedin.com/in/claybeal/

Skills

- Languages: JavaScript/HTML/CSS, Python, C, C++, Swift, Kotlin
- Frameworks/Libraries: React, Pandas, Plotly, NumPy, SwiftUI, CreateML, CoreML, Jetpack Compose
- Tools: Git, GitHub, npm, Node.js, Jest, Jira, Gradle, NetSuite

Education

B.S. Computer Science Grand Valley State University August 2021 – May 2025
• Mathematics Minor Allendale, MI GPA: 3.98

Employment

Software Development Intern U.S. Tarp, Inc. May 2024 – August 2024

- Designed and implemented NetSuite ERP solutions for front-end interfaces and back-end efficiency
- Led sales team in creating and implementing pricing models to increase company revenue by 6%
- Developed automation scripts in JavaScript to expedite creating and transferring the status of items, saving the engineers hours per week
- Gained experience using Jest testing framework

Engineering Tech Intern VBC Road Commission May 2023 – August 2023

- Ensured quantities of materials used on paving and gravel road projects were documented and aligned with project estimations
- Conducted and documented traffic counts throughout the county

Head Cook Final Gravity Brewing Company March 2020 – August 2022

- Managed the kitchen staff; this includes station and task delegation as well as inventory
- Interviewed, hired, and trained new kitchen employees

Projects/Events

Portfolio Website – React Project <https://www.claybeal.dev>

- Created a react website that contains information about me and some of the projects I have completed!
- Made with React, HTML, CSS, and JavaScript

FilmBuffs – iOS Mobile Application <https://github.com/clayster4004/FilmBuffs>

- Worked solo to create a machine learning application that can scan the face of an actor/actress and bring up information about them, such as previous roles, and a short biography
- Utilized Apple's CreateML to train the model and CoreML library to implement it into the application
- Included in the repository is a self-made tutorial on how I created the model

Game Jam Hackathon – Semi-Finalist (Nov. 24') Hosted by: Atomic Object

- Designed and implemented an A.I. to navigate a grid-style map, collect resources, and deliver them to a target location
- Outperformed 14 of 16 teams in attendance, earning a spot as a semi-finalist