Ke'Ron Clark

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EDUCATION

Georgia State University — B.S. in Computer Science · Atlanta, GA *Expected Dec. 2026*

Relevant Coursework: Data Structures & Algorithms, Software Engineering, Computer Architecture, Machine Learning, Probability & Statistics

EXPERIENCE

Software Engineer Intern — Stream Technologies Inc. *Oct. 2024 – Dec. 2024*

- Implemented an ML alert-correlation engine in Python, training a random forest classifier on historical log patterns to automate event triage in DevOps workflows; the module was deployed to production and cut false-positive alerts by 7%
- Maintained and extended 13 features across company and client applications built with Django and Docker, keeping technical documentation current
- Shipped changes through code review and CI/CD pipelines as part of a 5-person agile team

PROJECTS

Lumi — Hands-On Braille Tutor · C++, Arduino, Python · Hacklanta '26 *Oct. 2026*

- Wrote the firmware for both hardware components of a 4-person hackathon project: an Arduino Uno input remote and an Arduino Mega–driven tactile braille display
- Encoded each braille cell as a 6-bit bitmask from six push buttons (internal pull-ups), covering all 64 possible dot patterns, and streamed input to the host app over serial
- Programmed stepper-motor control with a homing routine and 45° indexing so a tactile wheel rotates to the matching raised-dot letter after each correct answer

FASTA Biological Sequence Analyzer · C/C++, Make *Aug. 2026*

- Engineered a multi-threaded pipeline that concurrently parses and analyzes multi-record FASTA files
- Built a trie-based motif search engine for simultaneous multi-pattern matching across large sequences, plus a Smith-Waterman local alignment tool that scores similarity against user queries
- Validated correctness and edge-case handling with a test suite run against real NCBI reference sequences

Processor Architecture Simulator · Python *May 2026*

- Designed a single-cycle processor datapath (ALU, control unit, register file) that executes a custom instruction set architecture
- Built a 5-level memory hierarchy simulator (L1, L2, L3, DRAM, SSD) with configurable LRU, FIFO, and random replacement policies, reporting hit/miss rates and access latency

Handy Pantry — AI Kitchen Manager · TypeScript, React, Supabase *May 2025*

- Led a 3-person team building a full-stack kitchen management app as a course project, and designed its architecture
- Automated grocery data entry with OCR and Claude API–based NLP, reaching 87% OCR accuracy on a 14-receipt test set
- Integrated Supabase (PostgreSQL) for real-time collaborative sync between users

TECHNICAL SKILLS

Languages: Python, C/C++, TypeScript, JavaScript, Java, SQL, Rust, Ruby

Frameworks & Libraries: Django, React, Next.js, PyTorch, NumPy

Tools & Platforms: Git, Docker, Linux, Bash, PostgreSQL, Supabase, Vercel, Arduino, Claude Code

ADDITIONAL EXPERIENCE

Deli Clerk — Publix Super Markets *May 2024 – Present*

- Serve a high volume of customers in a fast-paced role while completing a computer science degree
- Promote weekly sale items, contributing to a 12% increase in department product sales per monthly sales reports