Michelle Clark

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SUMMARY

Software Engineering Junior (4.0 GPA) with applied experience in machine learning (CNNs, Deep Learning) and full-stack mobile application development. Proven track record of deploying predictive models for classification tasks and building scalable cross-platform software. Seeking a software engineering internship to contribute to fast-paced technical environments.

EDUCATION

College of Charleston Expected Graduation: May 2027
Bachelor of Science in Software Engineering | GPA: 4.0 *Charleston, SC*

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, TypeScript, C++, C, HTML/CSS, SQL
Frameworks & Libraries: React, React Native, Node.js, TensorFlow, Keras, Flask, Expo
Databases & Cloud: Supabase, Firebase, SQLite
Tools & Environments: GitHub, Jupyter Notebook, VS Code, Linux, Windows OS
Core Concepts: Machine Learning, Deep Learning (CNNs, CRNNs, MobileNetV2), REST APIs

EXPERIENCE

- **Student IT Assistant** Oct 2025 – Present
  College of Charleston – Harbor Walk *Charleston, SC*
  - Provided IT support and hardware troubleshooting for internal staff, managed the lifecycle of loaner devices, and served as the primary liaison for ISP network issues.
  - Administered security access controls to internal facilities and rapidly resolved novel hardware and software tickets.

- **Student Lab Researcher – Machine Learning & Deep Learning** Jun 2025 – Present
  College of Charleston – The Drone Lab *Charleston, SC*
  - Draft presentations and research machine learning applications for oncology tumor identification and long-term surgical outcomes.
  - Design, train, and debug deep learning architectures (CNNs, CRNNs, MobileNetV2) using TensorFlow and Keras to classify drone models from audio Mel-Frequency Cepstral Coefficients (MFCC) extractions.
  - Deploy trained predictive models using a Flask backend to serve inferences to a React Native frontend.

- **Figure Skating Class Teaching Assistant** Aug 2024 – Dec 2025
  College of Charleston *Charleston, SC*
  - Directed student instruction across a variety of skill levels in a fast-paced athletic environment.
  - Managed the collection, organization, and entry of critical logistical and scheduling documents.

- **Certified Group & Private Skating Coach** Aug 2019 – Present
  Carolina Ice Palace *North Charleston, SC*
  - Adapted instruction to diverse learning styles to maximize student understanding and resolved scheduling conflicts.

- **Party Hostess** Sep 2021 – Aug 2023
  Carolina Ice Palace *North Charleston, SC*
  - Headed efficient team movement of product to customers and adapted action to fast-paced, time-sensitive environment.

PROJECTS

- **Drone Audio MFCC Classification App (React Native, Python, Flask, Supabase)**
  - Developed a cross-platform mobile application to classify drone models from uploaded audio (MP3) or MFCC images.
  - Engineered a Flask backend to host a Convolutional Neural Network (CNN) for real-time file processing and predictive classification.
  - Integrated Supabase for secure user authentication, database management, and persistent session history.

- **PokeRun (React Native, SQLite, REST APIs)**

  - Engineered a gamified fitness app utilizing expo-location and GPS geofencing to trigger background events and location alerts.
  - Integrated react-native-maps and external JSON APIs to dynamically render custom interactable map pins and Points of Interest.
  - Designed local SQLite database schemas to manage user profiles, session state via expo-secure-store, and randomized encounters.

- **Box Office Dragon (React, Node.js, Firebase)**
  - Architected a scalable ticketing system with Role-Based Access Control (RBAC) for administrators, enforcers, and general users.
  - Implemented secure payment workflows and dynamic QR code ticket generation for stadium seating validation.
  - Leveraged Firebase for end-to-end backend services including authentication, real-time database updates, and scalable hosting.

- **Jenga Stack (Java, Swing)**
  - Built a graphical Tetris-variant desktop application using custom 2D rendering and event-driven keyboard inputs.
  - Implemented custom Stack data structures and multidimensional arrays for collision detection and randomized block generation.