

ALIYAH F. CLAYTON

AFCLAYTO@UCI.EDU · ALIYAH-QT.GITHUB.IO · (949) 562-3379

EDUCATION

University of California, Irvine Mar. 2021

Candidate for Bachelor of Science, Software Engineering

GPA: 3.8

Relevant Coursework: Intro Software Engineering, Software Testing & Quality Assurance, Intro Probability & Statistics

Cypress College May 2018

Degree of Associate in Science Transfer, Mathematics

Relevant Coursework: Principles of Economics - Micro, Financial & Managerial Accounting

PROJECTS

From Within, Michael Light Jan. 25th - 27th, 2019 (UCI Global Game Jam)

Producer

- ❖ Managed the on-boarding process for 6 developers and the transportation of developers to additional roles
- ❖ Managed the tasking and timeline for a novice/ intermediate skilled game development team (6 person) during 48 hours by utilizing 4 software applications: Trello, Google Drive [Docs, Sheets], Discord, and Slack
- ❖ Managed the prioritization of tasks and design iteration
- ❖ Anticipated, identified, and effectively resolved quality concerns relating to narrative, art, and audio
- ❖ Served as a Research and Development role for my novice skilled front-end Unity programmer
- ❖ Accomplished: First introduction to production and created a completed game for an audience of 304 developers. Available to play at: <https://danielg.itch.io/from-within-michael-light>

Sweet Revenge Oct. 2018 - Dec. 2018

C# Programmer

- ❖ A 2D platformer game about a vindictive gingerbread man on pursuit to kill his creator. GitHub accessible
- ❖ Collaborated in a 4 person novice experience skilled game development team on game engine Unity
- ❖ Results: 1 playable game and enhanced C# programming skills or scripting character movement, scene transitions, and collision detection. Available to play at: <https://canofsoap.itch.io/sweet-revenge>

Unscramble It! Apr. - May 2017

C++ Programmer

- ❖ Collaborated in a 4 person team to code a program that takes an inputted scrambled string (from a set dictionary of 73 strings) and outputs the unscrambled string using a hash table
- ❖ Results: First experience collaborating on a development team and enhanced C++ skills to comprehend hashing

LEADERSHIP EXPERIENCE

Video Game Development Club (VGDC) Mar. 2019 - Present

Project Manager

- ❖ Manage the on-boarding process for 7-20 artists and moving them to additional game projects
- ❖ Manage the tasking and timeline for active VGDC artists of mixed experience and art styles by utilizing Google Sheets, Discord, Slack, and Trello
- ❖ Coordinate two 1 hour long in-person weekly meetings and the note-taking for the art department
- ❖ Manage an art request form to ensure requested art from multiple development teams can be accomplished by the active VGDC artists and to ensure project leads have a strong comprehension of the technical art terms
- ❖ Facilitate communication between artists and project team leads via Discord to ensure efficient follow-ups
- ❖ Manage the Google Drive art repository such as admin permissions and the categorization of tasks according to their progress status

STEM Club (STEM Program extension) Aug. 2017 - May 2018

STEM Ambassador for Sciences

- ❖ Organized 5 social events for STEM undergraduates, one being AfroSTEM, a social networking event giving Black undergraduate STEM scholars a networking opportunity with Black STEM professionals

- ❖ Assisted in reducing students' anxiety and stress from difficult courses
- ❖ Increased student engagement in STEM and the STEM Program by delivering talks at student panels and providing mentorship to 12 STEM undergraduates per semester

Society of Hispanic Professional Engineer (SHPE)

Apr. 2018

Outreach Lead

- ❖ Guided 50 sixth graders in constructing two engineering experiments: slingshot projectile and catapults
- ❖ Encouraged the sixth graders to consider a future in STEM

TECHNICAL SKILLS

Software application knowledge: MS [Office, Excel, Powerpoint], Google Drive [Docs, Sheets], Trello, Slack, Discord

Programming languages: C++, Java, MIPS Assembly, Python, R

WORK EXPERIENCE

GameStop Corp.

Sept. 2016 - Oct. 2018

Senior Game Advisor

- ❖ Assisted managers in hiring process from conducting interviews with candidates to training new team members
- ❖ Collaborated with a 6 person team to achieve sales quotas upon end of week basis
- ❖ Exercised effective communication skills, especially in hectic times such as holidays, game product launches, and end of fiscal quarters
- ❖ Managed and recorded inventory as well as shipments
- ❖ Educated guests about gaming trends and products

RESEARCH EXPERIENCE

Google ExploreCSR, CSU Long Beach

Feb. 22nd - 24th, 2019

Collaborative Network of Educators for Computational Thinking for All Research (CONNECTAR) Researcher

- ❖ Iteratively revised a computational thinking curriculum
- ❖ Critiqued and evaluated a variety of data collection instruments
- ❖ Developed research questions for a mixed methods Computer Science education study
- ❖ Conducted quantitative analysis of students' computing artifacts
- ❖ Used field work protocols virtually to qualitatively examine instructional practices for teaching computational thinking to multilingual, multicultural students

The Design Lab, UC San Diego

July - Aug. 2017

Human-computer Interaction (HCI) Researcher

- ❖ Conducted HCI research based upon Human-centered Design by designing low and high-fidelity prototypes
- ❖ Developed tutorial videos to showcase Gut Instinct, a web application, as the ideal collaborative learning platform for everyday citizens to learn about the gut microbiome
- ❖ Directed a talk, 'Creating Tutorial Videos to Improve Public Engagement with Scientific Websites', in the Design Lab on my eight week research to graduate students, PhD students and academia professionals

VOLUNTEER EXPERIENCE

FRESH Basic Needs Hub

Jan. 2019 - Present

Student Volunteer

- ❖ Ensure shelves are stocked and organized with recently delivered food in the designated food areas
- ❖ Further the organization's vision that promotes equitable access to basic needs (food security) through student empowerment, community collaboration, and institutional integration

Orange County Department of Education, 2019 Science Olympiad

Feb. 2019

Code Busters Volunteer

- ❖ Checked in 100-plus student participants according to their respective school and verified IDs
- ❖ Distributed and ensured testing materials were fair in accordance to rules
- ❖ Promoted a fair testing environment by eliminating the use of electronic devices
- ❖ Supervised student participants for 3 rounds of 50 minute durations