

Paul Clue

FULL STACK SOFTWARE ENGINEER

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Contributing to web standards at the W3C, including ARIA; Open-source supporter; Comfortable working in collaborative spaces and teams; Proficient in multiple languages; Love to learn and solve problems.

EXPERIENCE

HeadstarterAI Fellowship

AI Software Engineering Fellow

Remote

July 2024 – Present

- Developed and deployed 4 AI projects in 5 weeks by leveraging technologies like React, Next.js, Node.js, Firebase, and Vercel, incorporating CI/CD practices and agile methodologies to ensure iterative deployment and continuous improvement
- Led and collaborated on multiple team projects, including building an interactive student support agent using OpenAI's ChatGPT-4o
- Launched a SaaS product that generates 60+ dynamic flashcards daily for the free to use plan using OpenAI's GTP-4o and unlimited flashcards for the paid pro plan with Stripe integration
- Built an application that identifies objects in images and classifies them as consumer goods using OpenAI's GTP-4o Image recognition capabilities
- Built a support agent for finding college professors based on their ratings using a custom RAG pipeline with a vector database (Pinecone) and OpenAI's GTP-4o that reduces response time by 30% for complex queries

Bocoup

Technology consulting firm - Software Engineer

Remote

March 2022 – June 2024

- Developed software for the W3C ARIA Working Group, including tooling for the ARIA Authoring Practices Guide, the official ARIA documentation, resulting in a launch that saw its traffic increase by more than 10x
- Implemented features for the ARIA-AT app, a screen reader interoperability project, that increased the app's functionality and decreased testing time
- Worked with Scratch.mit.edu and Visual Classrooms. Worked closely with their engineers, project managers, and designers to implement specifications and manage client expectations
- Contribute to Bocoup's mission and social justice initiatives by shaping the direction of the company and upholding their values

EDUCATION

MICROVERSE

November 2020 – September 2021

Remote Full Stack Web Development Program, Full Time

- Spent 1300+ hours learning algorithms, data structures, and full-stack development while simultaneously developing projects with Ruby, Rails, JavaScript, React, and Redux
- Developed skills in remote pair-programming using GitHub, industry-standard git-flow, and daily standups to communicate and collaborate with international remote developers

BARD COLLEGE

September 2011 – January 2016

BA in Mathematics, Full Time

- SENIOR PROJECT – “Using The Laplace Transform to Solve Linear Second-Order Differential Equations With Non-Constant Coefficients”

SKILLS

Front-End : JavaScript, HTML5 and CSS3, React, Bootstrap, Next.js, MaterialUI, Remix

Back-End: Node, Express, Firebase, MySQL, Postgres, GraphQL, Sequelize, Prisma, Jest

AI: LangChain, RAG, OpenAI API, Pinecone (vector database) API

Tools & Methods: CI/CD, Git, GitHub, Heroku, Mobile/Responsive Development, Webpack, TDD, Chrome Dev Tools

Professional: Pair-Programming, Teamwork, Mentoring