Clive Unger

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🎓 Education

University of Texas at Austin
B.S, Computer Engineering
Business Minor
3.8 GPA, Graduated May 2020

☰ Skills

Languages: Python, Java, Scala, Perl, C/C++, SQL, HTML/CSS

Technologies: Unix/Linux, Apache Spark, scikit-learn, OpenCV, TensorFlow, GitLab CI/CD, AWS

Courses: Data Science, Image/Video Processing, Distributed Systems, Algorithms, Mathematical Statistics

👥 Leadership

Texas Iron Spikes
External Vice President
· Served as primary liaison between organization and university
· Assisted in raising over $35,000 for the Special Olympics of Texas through multiple service events

🏅 Honors

Unrestricted Endowed Presidential Scholarship
Merit-based award nominated by faculty
Eta Kappa Nu
Electrical Engineering Honor Society

📇 Publications

[1] C. Unger, D. Murthy, A. Acker, I. Arora, and A. Chang. Examining the evolution of mobile social payments in Venmo. *International Conference on Social Media and Society.*

💼 Work

NVIDIA   Summer 2020
Software Engineering Intern *Austin, TX (Remote)*
· Improved deep learning test suite for the TensorFlow XLA compiler
· Migrated XLA test repository to TF2 for improved maintainability
· Automated new XLA specific benchmarks in GitLab CI/CD, enabling better development experience for compiler team
· Refactored a comparison tool to eliminate code redundancies and enhance re-usability
· Created interactive visualization tool to monitor tests using Plotly

Capital One   Summer 2019
Data Engineering Intern *McLean, VA*
· Developed Spark Streaming pipeline to extract features from internal and AWS data, improving efficiency for community detection algorithm
· Fixed data serialization issues of internal data product, saving development hours and increasing reliability
· Simplified three Spark jobs into one, alleviating need for AWS resources

NXP   Summer 2018
Software Engineering Intern *Austin, TX*
· Developed data analysis tool to wrangle metrics from automation logs
· Improved data collection accuracy by 20% by fixing logging format
· Automated batch job reporting, enabling new monitoring functionality

🔧 Projects

Abstract GAN Videos *Video Processing Class*   Spring 2020
Designed a process to create "abstract" representations of a video by steering the latent space of BigGAN. Voted second-best project of class.

Deep Learning Radio Fingerprinting *Data Mining Class*   Spring 2020
Collaborated with team to develop a classifier to identify RF devices from their transmission signal. Achieved 88.33% accuracy in classifying 11 training channels and two separate time windows.

Basketball Player Tracking *Image Processing Class*   Fall 2019
Developed an algorithm to track player locations and movement from basketball video clips using OpenCV morphological filters.

Kaggle Mystery Dataset Competition *Data Science Lab*   Fall 2018
Applied feature engineering methods and built an XGBoost stacked classifier. Placed 6th overall and received highest grade based on report.