

Thatcher Clough

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SUMMARY

Frontend focused Computer Science major having designed and developed numerous responsive websites, user-centric apps, and engaging promotional games with consistent branding, amassing 60,000+ downloads. Experienced marketer and multimedia producer, having created high retention long-form ads and scroll stopping short-form content garnering 250,000+ views. Eager to leverage my blend of technical skill and creativity to drive AI focused innovation at a forward-thinking company.

EDUCATION

University Of Wisconsin – Madison

B.S. Computer Science, Certificate in Graphic Design
Dean's list (Fall 2021 - present)

May 2025
3.98/4.0 GPA

WORK EXPERIENCE

KARGO

Software Engineering Intern

New York, NY
June 2023 – August 2023

- Led essential enhancements to KARGO's foundational two-way auction systems, creating seamless interactions between the hundreds of advertisers and publishers, fostering a more revenue-optimized advertising ecosystem.
- Deployed over 30 features and bug fixes to the active backend services, enhancing the scalability and reliability of the platform and the millions of requests it handles per hour.
- Coordinated with the dozens of adjacent teams about expected outcomes, future development, and data analytics, promoting the collaboration and communication that makes KARGO an industry leader in the Ad Tech sector.

The Unregret Foundation

Frontend Software Engineering & Marketer

New York, NY
January 2023 – Present

- Designed and developed a highly intuitive and responsive online platform utilizing cutting-edge Vue.js and AWS technologies to provide customers with a welcoming and polished touchpoint for the company.
- Created a generative AI chatbot to enhance and personalize the user experience.
- Developed comprehensive branding guidelines and 50+ high-impact visual assets, ensuring a consistent and memorable brand identity.
- Directed, produced, and edited an extensive portfolio of high retention long-form advertisements and 30+ scroll stopping short-form promotional videos.

Emil Capital

Software Engineering & Marketer

New York, NY
July 2022 – January 2023

- Engineered an engaging promotional web-based mobile game using the Phaser JavaScript framework accompanied by a Flask API that drove 200+ in-store sales with over 10,000 unique players during launch.
- Scripted, filmed, edited, and distributed hours of short form content and full-length advertisements through numerous social media channels, garnering 250,000+ views.

SKILLS

- Languages: Java, Python 3, C++, HTML5, CSS3, JavaScript, Golang, Swift, SwiftUI, Bash
- Tools & Frameworks: Git, GitHub, iOS, XCode, VS Code, Eclipse, IntelliJ, Firebase, Flask, Phaser, Webflow, Linux, UNIX, ChatGPT, Midjourney, Jira, Pingboard, Postman
- Concepts: Cybersecurity, Data structures, Responsive mobile & web design, Graphic design, Photo manipulation, Video editing, Audio engineering, REST APIs