Clayton(Kali) Toste

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Summary

Experienced and innovative software engineer with a passion for game development and a proven track record in managing and leading teams. Currently spearheading an unannounced game project, I bring a unique blend of technical expertise and collaborative skills honed through leading programmers and closely collaborating with artists and game designers.

Experience

Software Engineer

Indie

Oct 2023 - Present (1 month)

Managed a team of programmers while closely collaborating with artists and game designers to develop an unannounced game project.

Visting Undergraduate Researcher

Stanford University

May 2023 - Jul 2023 (3 months)

Led the development of cutting-edge software and innovative methodologies focused on utilizing DeepFloyd to enhance image clarity. Collaborated closely with Professor Gordon Weitzstein and graduate student Ryan Po to drive the project forward.

Undergraduate Research Fellow

Berkeley Artificial Intelligence Research

Jul 2022 - May 2023 (11 months)

Collaborated with BMW and a select team of researchers to pioneer software and innovative methodologies centered around stable diffusion for the purpose of anonymizing human identities within images. Operated under the guidance of Professor Trevor Darrell and graduate student Seth Park. Contributed as the third author to the published paper titled "Shape-Guided Diffusion".

Education

University of California, Berkeley

Bachelor's Degree, Computer Science

2022 - 2024

GPA 3.97/4.0

Relivent course work: Game Design(DESINV198), Computer graphics(CS184) and Intro AI(CS188).

Skills

C++ • Game Development • Software Development • Interdisciplinary Collaboration