

# CONNOR BROEKHUIZEN

F U L L - S T A C K   S O F T W A R E   D E V E L O P E R

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## SUMMARY

Computer Science major willing to put in the work required to learn and gain experience. Quick learner, hard worker, and team player looking for an opportunity where I can take my education and apply it to an organization in order to help it be successful.

## EDUCATION

B. C. S. Computer Science with a minor in Mathematics

Calvin University | 2020-Current | Grand Rapids, MI

Graduated: May 2024

Current Gpa: 3.675

Relevant Courses: Introduction to Computing, Introduction to Data Structures, Data Structures and Algorithms, Software Engineering, Operating Systems and Networking, Database Management Systems, Advanced Computer Networks, High Performance Computing

## TECHNICAL SKILLS

Programming Languages:

JavaScript, C/C++, Python, C#

Tools, Databases, and OS:

Node.JS, PostgreSQL, Heroku, GitHub, Git, Microsoft Visual Studio, Microsoft Excel, Eclipse IDE, Linux

Front-End:

Hypertext markup language HTML, Cascading Style Sheets CSS, React.JS, React

## RELEVANT PROJECTS

Textfocals

Senior Project

Oct 2023 - May 2024

- Integrated Auth0 react SDK and API's into our custom text editor codebase (single page application) for streamlined and secure backend authentication.
- Used existing backend to add a highlighting functionality to the custom editor. The backend would get the words that were most likely to be replaced by the LLM and highlighted them proportionally to the likelihood variable. It would then also draw the most likely replacement for those words underneath the existing highlighted words in the editor.
- Developed the project website which hosted the interactive text editor, our final report, links to the GitHub repo, etc.

WorkAround(Expo Application)

Class Project

Jan 2022 - May 2022

- Collaborated with a team to develop an app called WorkAround using Expo, React Navigation, Visual Studio, JavaScript, etc.
- Created app to provide a straightforward and accessible way to view one's class schedule
- Incorporated important features including: an easy access to Student Services, a delightful UI, a campus guide to all buildings mentioned in the class schedule, a simple way to share schedules with peers, and a notification system that would notify users of upcoming classes.

Paddle Game

Class Project

Feb 2021 - Apr 2021

- Developed a GUI-based particle simulation game using Python and GuiZero, featuring a moving paddle controlled by arrow keys and particles with differing behaviors.
- Implemented game mechanics including scoring, leveling, and game-over conditions, with a fully functional reset feature via a new game button.
- Integrated a file-based leaderboard to display the top three scores after each game.
- Created a timer to track game duration and updated the display in real time.
- Developed unit tests to ensure the reliability and correctness of the particle and paddle behaviors.

## OTHER EXPERIENCE

Painter

Crystal Flash | Grand Rapids, MI

Jun 2021 - Oct 2022

- Followed safety protocols when operating with forklifts, power washers, trucks, etc.
- Worked in a smaller team, allowing for more independence and responsibility
- Organized daily work flow by assessing available supplies, team size, weather conditions, and specific plant requirements to optimize efficiency and productivity.

Back Line Cook

Wing Doozy | Wyoming, MI

Aug 2017 - Aug 2020

- Completed multiple tasks simultaneously such as take orders, make food, wash dishes, clean, etc
- Gained skills such as working with a team, talking to and working with customers, and time management