Connor Langan

connorlangan@gmail.com | 420-69-9999 | github.com/cjlangan

EDUCATION

University of Manitoba   Sep. 2023 – Present
Bachelor of Science in Computer Science (Honours), Minor in Mathematics   *Winnipeg, MB*

- GPA: 4.45 / 4.5, Honours and entering Co-op program Winter 2025
- Relevant Courses: Data Structures and Algorithms, Object Orientation, Computer Systems

WORK EXPERIENCE

Supervisor/Lifeguard/Water Safety Instructor   June 2020 – August 2024
Louise Recreation Commission   *Pilot Mound, MB*

- Led pool operations, including scheduling, water quality maintenance, and staff training
- Instructed water safety and swimming skills to various skill levels, enhancing community safety

VOLUNTEER EXPERIENCE

Dev Club Hackathon — Mentor   2025
undefined   *undefined*

- Provided administrative support by enrolling 100+ competitors and managing event logistics
- Guided participants through technical challenges, fostering innovation and problem-solving skills

Instructor/Lecturer — Dev Club Exam Cram   2024
undefined   *undefined*

- Delivered an engaging lecture on Analysis of Algorithms to 20 2nd-year students
- Developed comprehensive study materials, enhancing students' understanding of complex concepts

PROJECTS

FriendLocator: Geolocation Social App   2025
SQLite, Python, Flask, JavaScript   *Manitoba*

- Engineered a self-hosted server with real-time location sharing and direction
- Secured 2nd Place in the Robobisons Competition for innovative application of geolocation technology

HomeServer: Adblock and Data Storage   2025
Site Hosting, Remote, Headless   *Manitoba*

- Configured a headless Home Server running 24/7, accessible remotely when using VPN
- Initiated network-wide adblock, family data storage and media share capabilities
- Hosting project websites such as friend-locator.duckdns.org

VoiceCompanion: Raspberry Pi AI Assistant   2025
Bash, Text-to-Speech, Speech-to-Text   *Manitoba*

- Engineered an AI assistant for natural language processing
- Implemented text-to-speech and speech-to-text capabilities for seamless interaction
- Optimized performance for Raspberry Pi, achieving real-time responses without external APIs

WebChess: AI Chess Game   Ongoing
JavaScript, Object-Oriented Programming   *Online*

- Developed a fully functional chess game with an intuitive user interface
- Implemented complex game logic and move validation using object-oriented principles
- Designing an AI opponent using minimax algorithm with alpha-beta pruning