CONNER A. MORGAN

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EDUCATION

University of Michigan
BSE in Computer Science
Minor in Asian Languages and Cultures (Mandarin)
Class of 2024 | Ann Arbor, MI

COURSEWORK

- Data Structures and Algorithms
- Foundations of Computer Science
- Computer Organization
- Computer Security
- User Interface Development
- Web Systems
- Computer Networks
- Operating Systems
- Database Management

SKILLS

- C++ • C • Python • Java
- Visual Basic • SQL • HTML
- PhP • Matlab • LaTeX
- Mandarin • Docker
- CSS • JavaScript • React
- Vue • Figma • Flask
- AWS • Power BI • Azure
- REST API • GitHub
- Jira • Agile • R

WORK EXPERIENCE

AUTOLIV | Software Engineer Intern
May 2023 - September 2023 | Auburn Hills, MI

- Enabled streamlined data analysis and test reporting processes, resulting in a significant reduction of employee labor hours by 90% or 9,600 hours annually
- Developed and debugged a Python script for processing VSR/INSTRON machine outputs, handling inconsistent CSV file formatting and generating reports
- Collaborated with cross-functional teams to reduce code runtime by 50%
- Reverse engineered the Noise Detection System specification document to detail communication between the VSR and Python script, automating configuration file updates and enhancing change management

NEXTEER AUTOMOTIVE | Software Engineer Intern
May 2021 - August 2021 | Saginaw, MI

- Created new and/or enhanced existing computer applications, programs, spreadsheets, databases, etc. to automate costing of electronic control units (ECU), wire harness, and other components
- Interfaced with buyers and suppliers of electronic components and helped streamline ECU costing process through programming in Python
- Provided a graphical user interface to enable employees to compute ECU costs with ease using Tkinter and Python, saving an estimated 4 work hours per week

GOENGINEER | Information Technology Intern
June 2019 - August 2019 | Pontiac, MI

- Developed, tested and debugged the door access system using Visual Basic
- Gained computer programming and electrical engineering experiences through working with others to identify problems and create quick fixes

RESEARCH

UNIVERSITY OF MICHIGAN | Software Team Lead
October 2020 - May 2021 | Ann Arbor, MI

- Researched the viability of using eye-tracking to collect data to adjust problem difficulty through writing code for the experiments with Tobii Pro SDK and Python
- Learned how to use Tobii Pro eye tracker as well as data analysis and statistics

PROJECTS

HEALTHY HABITS | HTML • CSS • JavaScript • React | View Project

- Achieved 3rd place in SF Hackathon 2021
- Developed interactive website using JavaScript, HTML, and CSS for enhanced functionality and styling
- Utilized React.js and Google's Teachable Machine to design, create, and publish a website capable of classifying various exercise positions

INSTAGRAM CLONE | HTML • CSS • JavaScript • Python • Flask • React

- Designed a balanced approach between static pages, server-side dynamic pages, and client-side dynamic pages
- Implemented parallel programs using processes, threads, and sockets, and processed web data using a parallel compute framework
- Developed a pipeline of MapReduce programs for web search functionality, incorporating text and link analysis for result ranking