

Conner Adams

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Professional Summary

Full-stack software engineer with expertise in systems programming, backend infrastructure, and polyglot development. Proven ability to architect and deliver complex technical solutions including language interop tooling, game server infrastructure, and integration platforms. Strong foundation in Rust, Python, and modern DevOps practices.

Technical Skills

Languages: Rust, Python, JavaScript/TypeScript, C++, HTML/CSS, SQL

Frameworks & Tools: Git/GitHub, Docker, Discord.py, Node.js, Linux, Windows

Infrastructure: PostgreSQL, MongoDB, AWS, CI/CD pipelines

Specializations: Systems programming, API design, DevOps, language interoperability

Work Experience

Software Engineer | Self-Employed

August 2024 – Present | Bethel, ME

- Architected multi-platform integration system connecting Discord, Slack, Microsoft Teams, and cloud storage services with custom authentication and real-time synchronization
- Built production backend services in Rust, Go, C++, and Python with JavaScript/TypeScript frontend layers
- Engineered custom SDKs and client libraries for C#, Lua, Kotlin, and JVM environments
- Integrated and deployed 8-bit quantized 18B parameter LLM (26GB memory footprint) for natural language processing tasks
- Developed ML classification models achieving 80%+ accuracy for automated content analysis and anomaly detection
- Managed full development lifecycle including architecture design, implementation, testing, deployment, and maintenance

Traffic Controller | ACE Security

August 2025 – Present | Lisbon, ME

- Direct traffic flow in construction zones ensuring worker and public safety while maintaining efficiency
- Coordinate with crew using radios and signals to manage complex traffic patterns in real-time

Personal Shopper | Walmart Supercenter #2183

January 2024 – October 2024 | Oxford, ME

- Managed order fulfillment pipeline including selection, quality control, substitution logic, and customer coordination
- Troubleshoot point-of-sale systems and inventory management software

Technical Projects

Node.rs | github.com/ConnerAdamsMaine/Node.rs

Rust, Node.js, C ABI

Rust-based language bridge enabling bidirectional function binding between Node.js and Rust with ABI-safe FFI layer. Allows seamless integration of Rust performance-critical code into Node.js applications and vice versa.

RustCraft Server | github.com/ConnerAdamsMaine/RustCraft-Server

Rust, WASM, Lua

Minecraft 1.21.7 server implementation built from scratch in Rust featuring custom world generation, compressed chunk storage for reduced memory footprint, and multi-language plugin system supporting WASM, Lua, Rust, and compiled DLLs.

TimekeeperV2 | github.com/ConnerAdamsMaine/TimekeeperV2-Development

Python, Discord.py, SQL

Discord bot for time tracking and project management with SQL-backed persistence, role-based permissions, and real-time analytics dashboard for team productivity monitoring.

Education

Information Technology | Oxford Hills Technical School, Oxford, ME | August 2021 – June 2024

Network infrastructure modernization (fiber deployment, 40Gb switches), system administration, CCNA 1 & 2 (top 10% nationally). Leadership roles: System Admin, Network Admin, IT Support, Teacher's Assistant.

High School Diploma | Oxford Hills Comprehensive High School, South Paris, ME | August 2020 – June 2024

Certifications

- Flagger Certification (Current)
- Driver's License, Non-CDL Class C (Valid through August 2029)