Conner Bluck

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EDUCATION

Georgia Institute of Technology, Atlanta, GA · · · · · · · · · · · · · · · **August 2019 – December 2021**
- Candidate for Bachelor of Science in Computer Science, GPA 3.56
- Threads: Info-Internetworks, Systems & Architecture

University of North Georgia, Gainesville, GA · · · · · · · · · · · · · · · **August 2017 – May 2019**
- Associate of Science in Computer Science, GPA 3.84

PROJECTS   *More projects available at ConnerBluck.me*

Trivial Twitter Application, Atlanta, GA · · · · · · · · · · · · · · · **May 2021 — August 2021**
- Developed a twitter application capable of handling multiple clients and basic twitter functions
- Lead a three-person team to ensure support of multiple concurrent and persistent connections
- Implemented client-server architecture using TCP/IP Sockets and multi-threading

Tomasulo's Algorithm Simulation, Atlanta, GA · · · · · · · · · · · · · · · **May 2021 — August 2021**
- Constructed a simulator for an out-of-order superscalar pipelined processor with precise interrupts
- Implemented using a re-order buffer and Tomasulo's Algorithm with a Register Alias Table
- Tested the simulator against hundreds of thousands of input traces

CogniFi, Atlanta, GA · · · · · · · · · · · · · · · **August 2020 — May 2021**
- Spent a year developing CogniFi, a gamified financial literacy app, with a team of five people
- Ensured efficiency by meticulously planning and documenting with cooperation of clients
- Developed several financial literacy curriculum and implemented gamified curriculum using React
- Presented CogniFi at the Georgia Tech Capstone Design Expo

Mass Transit Simulation, Atlanta, GA · · · · · · · · · · · · · · · **May 2020 – August 2020**
- Software engineering class was divided into teams to create a MARTA simulation application
- Held weekly scrum meetings to develop the back end and logic for the mass transit simulation
- Worked with other teams to integrate all parts of the software into the final application
- Experience with the software engineering process, documentation, software design, and integration

Space Trader, Atlanta, GA · · · · · · · · · · · · · · · **August 2019 – December 2019**
- Lead a five-person team in weekly scrum meetings and code reviews for each project milestone
- Developed a clone of Space Trader, a complex strategy game, using agile development methodologies
- Experience with software design, coding as a team, and agile development

SKILLS

Programming:	**Proficient:** Java • Python • C/C++ • SQL • Git/GitHub • CSS • JavaScript **Beginner:** LaTeX • Ruby • Swift • C#
Coursework:	Data Structures • Algorithms • Objects and Design • Database Design • OOP Systems and Networks • AI • Software Engineering • Computing Organization

WORK EXPERIENCE

Computer Science Tutor at UNG, Gainesville, GA · · · · · · · · · · · · · · · **August 2018 — May 2019**
- Enhanced student capabilities and self-esteem with hands-on and personalized tutoring
- Reinforced Computer Science principles with peer students in small groups or one-on-one sessions
- Conveyed complex Computer Science concepts in a simple and concise way

Manager at Marco's Pizza, Flowery Branch, GA · · · · · · · · · · · · · · · **July 2017 – July 2019**
- Received management training and entrusted with assistant manager role
- Trained several new employees and continued to mentor after completing training