

Conner Bluck

Durham, NC • ConnerBluck@gmail.com • (770) 634-2771

ConnerBluck.me • github.com/ConnerBluck • linkedin.com/in/ConnerBluck

EDUCATION

Georgia Institute of Technology, Atlanta, GA

August 2019 – December 2021

- 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

WORK EXPERIENCE

Associate Software Engineer at Fidelity Investments, Durham, NC

May 2022 – Present

- Back-end engineer with experience in designing, developing, maintaining and modernizing RESTful APIs
- Proficient with Test-Driven Development and writing test cases for both unit and end-to-end testing
- Experience in agile software development, utilizing Scrum and Kanban methodologies
- Worked with tools such as Jenkins to automate the process of building and deploying software to production

Full Stack Engineer at Fidelity LEAP Program, Durham, NC

January 2022 – May 2022

- A rigorous eighteen-week program designed to create well-rounded full stack engineers
- Studied and worked with many technologies such as, NodeJS, Angular, Java, SQL, and Spring
- Ended the program with a team project that served as an excellent transition into my Software Engineering role

Computer Science Tutor at UNG, Gainesville, GA

August 2018 – May 2019

- Enhanced student capabilities and self-esteem with hands-on and personalized tutoring
- Reinforced complex Computer Science principles with peer students in small groups or one-on-one sessions

SKILLS

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

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

CogniFi, Atlanta, GA

May 2021 – August 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 curriculums and implemented gamified curriculum using React
- Presented Cognifi at the Georgia Tech Capstone Design Expo

MARTA Simulation, Atlanta, GA

May 2020 – August 2020

- Software engineering class was divided into teams to create a mass transit (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

Space Trader, Atlanta, GA

August 2019 – December 2019

- Led a five-person team in weekly scrum meeting and code reviews for each project milestone
- Developed a clone of Space Trader, a complex strategy game, using agile development methodologies