

# Connor Case

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## Education

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**Georgia Institute of Technology** | Atlanta, GA

August 2022 – May 2026

Bachelor of Science in Computer Science, GPA 4.00

Faculty Honors, Dean's List, Zell Miller Scholarship

*Relevant Coursework:* Object Oriented Programming, Data Structures & Algorithms, Software Design Principle, Statistics, Computer Organization, Artificial Intelligence (ongoing), Computer Graphics (ongoing), Design and Analysis of Algorithms (ongoing)

## Experience

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**Forsyth County Parks and Recreation**

August 2021 – May 2022

Seasonal Attendant

Cumming, GA

- Managed and oversaw over 200 patrons at a time during peak sports periods
- Developed key relationships with about half a dozen coaches

**Connor and Carson's Pressure Washing Business**

March 2020 – December 2020

Pressure Washer and Marketer

Cumming, GA

- Created a pressure washing business during COVID that brought in over 20 customers
- Led the advertising department, producing over 100 business cards and flyers for advertising
- Created and designed a website that reached over 50 clients

**Aquatic Management Specialists**

May 2019 – August 2019

Lifeguard

Cumming, GA

- Diligently managed over 1 acre of pool deck with up to 200 patrons at a time
- Interacted with hundreds of patrons each day, developing confidence and communication skills

## Organizations

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**Ultimate Frisbee at Georgia Tech** | Georgia Tech

August 2022 – Present

- Creating a lively and spirited environment that fosters competitiveness and collaboration

**iOS Development Club** | Georgia Tech

January 2024 – Present

- Fostering collaboration and honing skills in mobile app development

## Projects

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**iOS App – Cultured** | Georgia Tech

January 2024 – Present

- Developed an iOS application in Swift that allows users to explore cultures around the world
- Integrated Firebase database management system to store users' information and progress
- Optimized development implementing the MVVM framework to improve readability for group over 30 people

**Android Application** | Georgia Tech

August 2023 – December 2023

- As Scrum Master, led a team of 5 that designed and developed a Dungeon Crawler Game Application
- Developed application employing the MVVM architecture and Agile development
- Orchestrated effective sprint planning and sprint reviews, ensuring a streamlined development process
- Backend in Java, and user interface using XML in Android Studio

## Skills

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**Programming Languages/Software:** Java, Python, MATLAB, Swift, C, C++, GLSL, LC-3 Assembly, Firebase, Excel, Word, Git, Android Studio, XML, Swift UI

**Languages:** English (fluent)

**Concepts:** Object Oriented Programming, Data Structures and Algorithms, Digital Logic, Agile Software Development, Scrum Software Development, Model – View Model – View Architecture, Artificial Intelligence