

# Connor Case

(404)431-5072 | [ccase31@gatech.edu](mailto:ccase31@gatech.edu) | Cumming, GA | [github.com/Connor-1233](https://github.com/Connor-1233)

## EDUCATION

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

Aug. 2022 – December 2025

*Bachelor of Science in Computer Science*

*GPA 4.00, Faculty Honors, Zell Miller Scholarship, Dean's List*

## EXPERIENCE

**Amazon**

May 2025 - August 2025

*Software Development Engineering Intern*

*Seattle, WA*

- Redesigned socket service for modularity and scalability to accelerate onboarding of pharmacy hardware devices
- Integrated new pharmacy device to extract raw data and images to store it in an S3-based database
- Developed in Kotlin and used TypeScript with AWS CDK for infrastructure provisioning

**Better Place Drones Vertically Integrated Project**

August 2024 – Present

*Software Engineer*

*Atlanta, GA*

- Competing with 300+ teams in XPRIZE competition with the goal to fight forest fires with autonomous drones
- Aiding to develop flight control algorithms for autonomous operation, focusing on navigation
- Using Ardupilot Mission Planner, QGroundControl, and Cube Orange to execute autonomous drone flight
- Contributing to develop machine learning models to detect fires and predict spread patterns

**Hyperbloom**

May 2024 – August 2024

*Software Engineer Intern*

*Atlanta, GA*

- Experimented with Rust and OpenAI API to develop a robust conversational agent
- Contributed to a front-end experience using FastAPI and React to create meaningful LinkedIn connections
- Delivered a FastAPI-based web application integrated with Ollama and Retrieval-Augmented Generation

## PROJECTS

**Nomad** | *Swift, SwiftUI, Firebase, OpenAI, Yelp*

August 2024 – December 2024

- Full stack developer of iOS application in Swift that consolidates all navigation processes into one app
- Integrated Generative Artificial Intelligence and practiced prompt engineering to optimize data processing
- Created dynamic, compelling user interfaces using SwiftUI to integrate chatbot functionalities
- Led Unit Testing team for Firebase and AI team to reduce bugs and ensure correctness of code

**Cultured** | *Swift, SwiftUI, Firebase, ARKit/RealityKit*

January 2024 – May 2024

- Developed on back-end of iOS application in Swift that allows users to explore cultures around the world
- Integrated Firebase database management system to store users' information and progress through leader-boards
- Optimized development and efficiency by creating and leading Unit-test team to ensure quick decision-making
- Improved code quality and reduced bugs by establishing robust testing frameworks and practices

**Shadow's Labyrinth** | *Java, XML, Android Studio, Git*

August 2023 – December 2023

- Joined a team of 5 to create an end-to-end Android application focusing on a dungeon crawler experience
- Implemented user movement by processing key inputs, detecting collisions, and animating characters
- Utilized layout editor to create an XML-backed UI in order to allow player's to interact with different scenes
- Developed application employing the MVVM architecture and Agile development for enhanced maintainability

## EXTRACURRICULAR/ORGANIZATIONS

**iOS Development Club** | *Georgia Institute of Technology*

January 2024 – Present

- Fostering collaboration with 120+ members and honing skills in mobile app development

**Men's Ultimate Frisbee Club** | *Georgia Institute of Technology*

August 2022 – Present

## TECHNICAL SKILLS

**Languages:** Java, Python, Swift, Kotlin, SwiftUI, C/C++, GLSL, LC-3 Assembly, JavaScript, Typescript, HTML/CSS, Rust, MATLAB

**Frameworks:** React, Node.js, JUnit, FastAPI, Langchain, Retrieval-Augmented Generation, Model-View-ViewModel, AWS CDK, PyTorch

**Developer Tools:** Git, Docker, Visual Studio Code, IntelliJ, Xcode

**Technologies & Patterns:** AWS S3, Factory Design Pattern, Socket Programming, Firebase, OpenCV, NumPy