Connor Deffner

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PROFESSIONAL SUMMARY

Machine Learning–focused Software Engineer experienced in AI model development, full-stack web apps, and applying CS principles. Skilled in Python, PyTorch, and GPU acceleration. Fast learner and strong collaborator eager to contribute to impactful AI systems.

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C, C++, C#, SQL, HTML, CSS, Assembly
Frameworks/Tools: PyTorch, Scikit-learn, React, Node.js, PostgreSQL, Git, Postman, Unity
Concepts: ML, Deep Learning, NLP, Transformers, REST APIs, OOP, Agile
Systems: Windows, Linux

PROJECT EXPERIENCE

GPT Model Development (Independent)
- Trained simplified GPT with PyTorch/CUDA; tuned tokenization, batch size, and hyperparameters.
Machine Learning Classification Tool (Course)
- Built K-means, GMM, and neural network classifiers; processed large datasets and visualized results.
Full-Stack eCommerce Web App (Student Project/Client)
- Designed and developed React/Node.js app with PostgreSQL backend; designed RESTful APIs and responsive UI for client for Senior Capstone project.
Java Turn-Based Game Engine (Course Project)
- Implemented game architecture with UML and OOP design patterns.
PostgreSQL Recipe Database (Course Project)
- Designed normalized schema and complex SQL queries for recipe filtering.

EDUCATION

University of Wisconsin–Platteville
B.S. Computer Science, Minor in Math — *May 2025*
GPA: 3.98 | Chancellor's List (6 semesters)

University of Wisconsin–Stevens Point
Associate of Science — *May 2022* | GPA: 3.98

ADDITIONAL EXPERIENCE

General Laborer at Wausau Homes, KingSpan Light & Air, and Deffner Farms — Developed reliability, attention to detail, and time management.