Connor **Bach**

COMPUTER SCIENCE STUDENT

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Personal Statement

My long term goal is to build meaningful software that improves people's lives. In the short term I am looking to gain industry experience through a software engineering internship.

Education

University of Notre Dame   *Notre Dame, IN*

PURSUING BACHELOR OF SCIENCE IN COMPUTER SCIENCE   *August 2016 - Present*

- GPA: 3.4/4.0

Work Experience

Web Administrator   *Portage, MI*

NOTRE DAME CLUB OF KALAMAZOO   *March 2017 - Present*

- Lead web administrator for my local Notre Dame Club.
- Manage website design, event scheduling, member registration, communications and member outreach.

Tennis Coach   *Portage, MI*

YMCA OF GREATER KALAMAZOO   *June 2014 - Present*

- Certified by the USTA as a tennis coach with 4 summers of teaching experience.
- Responsible for many classes with upwards of 20 students.
- Taught ages ranging from preschoolers to adults.

Projects

Personal Website

CONNORBACH.ME

- Coded in HTML/CSS/JavaScript
- Bootstrap 3 with functional tabs
- Responsive design for mobile compatibility

Multiplayer Board Game Simulation

GITHUB.COM/CONNORBACH

- Created in Matlab
- Simulates a multiplayer board game where 5 AI's compete under set win conditions
- Object oriented design allows for multiple AI's with different strategies
- Can run individual animated games or large simulations of many games while providing data for each play through
- Different AI strategies have significant impacts on the winning percentages of each team

Dining Hall Guide

GITHUB.COM/CONNORBACH/ND_DH_GUIDE

- Utilized Python, Selenium, BeautifulSoup4
- Web Scraper application that finds a user's favorite foods in the dining hall

Digital Guitar Effects

GITHUB.COM/CONNORBACH

- Created in Matlab
- Simulates various digital guitar effects
- Allows for dynamic effects with input parameters and visual displays of the effects

Skills

C++, Java, Matlab, HTML/CSS/Javascript, Python