

Connor Day

Jacksonville, Florida

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SKILLS

React, ExpressJS, GCP, Kubernetes, Docker, Dev Ops, Microservices, REST, Socket.IO, Electron, Git, Linux, Postman, Godot, Vim, VS Code, Python, JavaScript, Typescript, Rust, Java, Lua, C++, C, C#, SQL

WORK EXPERIENCE

Manhattan Associates

Jun 2021 - Present

Senior Technical Analyst

- Used Jupyter notebooks (Python) to pull and process thousands of records through API calls
- Used electron with React and Typescript to develop an app that handles proprietary API calls and improve efficiency of functional testing
- Used Apache velocity to format json bodies for API calls through a proprietary framework (Manhattan ProActive)
- Developed and maintained a new microservice in Java Spring and MySQL, allowing clients to migrate hundreds of thousands of records from existing environments to our new system
- Developed and maintained a SaaS product based in GCP with over 100 different microservices
- Successfully managed 3 go-lives including the deployment, monitoring and development of over 30 custom solutions per go-live
- Developed new Dev Ops pipeline to ensure that all code is delivered and tested in a timely manner
- Conducted code reviews to maintain high code quality during development
- Quickly and efficiently resolved any errors or issues that arose during testing
- Trained 4 new hires on product software and how to debug, maintain, and develop custom solutions. Two were recognized for outstanding performance
- Recognized 3 separate times for outstanding performance

PROJECTS

Unofficial Website for the Antidote Card Game

- Technologies: NodeJS, Typescript, React, ExpressJS, Websockets (Socket.IO), Jest
- Modeled after the card game Antidote, allows for players to create or connect to a game and play online
- Extensively uses websockets to communicate in real time between the different players
- Handles multiple games (or rooms) at the same time
- Test scripts written in NodeJS with the Jest framework

DnD System for Foundry VTT

- Technologies: NodeJS, HTML, Handlebars
- Defined the rules for a custom Table Top RPG system using NodeJS and created character sheets with HTML + CSS
- Uses Handlebars to create character sheets that will automatically roll dice with the appropriate stats, track ammunition and resources, and cast spells
- Integrated with an already existing program, Foundry Virtual Table Top, which handles the connection of players, data storage, and a basic UI

Social Deduction Game Discord Bot

- Technologies: Python, Docker
- Manages a social deduction game called Bloodmoon where a moderator enters what actions the players decide to take
- Keeps track of players and their roles, a deck of cards, and allows players to secretly enter actions
- Uses the Discord API to communicate with players privately and post import events to a shared channel that all players can see

EDUCATION

Mercer University

Aug 2017 - May 2021

Bachelor of Science – Computer Science | Minor – Mathematics

Norcross High School

Aug 2012 - May 2017

IB Diploma and Honors Graduate