Connor Owens

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https://github.com/ConnorOwens | https://www.linkedin.com/in/ConnorGOwens

Education

California Polytechnic State University, San Luis Obispo CA

September 2018 - June 2022, Class of 2022

• Bachelor of Science in Computer Engineering - GPA: 3.578

Relevant Coursework:

• Digital Design

- Data Structures and Algorithms
- Object-Oriented Programming

- Computer Design and Assembly Language Programming
- Discrete Structures

• Systems Programming

Skills

- Programming Languages/Tools: C, Java, Python, HTML/CSS, JavaScript, Vivado, Arduino, Git, Unix/Linux
- Leadership: Team leader for Automatic Pet Food Dispenser, Team leader for SLO Hacks Hackathon 2019 and 2020

Projects

LZW Compression Algorithm

• Implemented the LZW compression algorithm in C using a trie data structure to efficiently store codes

C Shell

- Developed a shell in C which accepts Unix commands and arguments
- Used fork and exec commands to create a pipeline, allowing the shell to handle multiple commands piped together

Frogger-based game on RISC-5 Architecture

• Developed a RISC-5 architecture CPU in SystemVerilog and programmed a Frogger-like game to run on it

A* Traversal Algorithm

• Implemented the A* pathing algorithm in a program to find the most efficient path to a point in a 2D area

Bomb Samurai

- Created a game in Java (Android Studio) with high scores and animations
- Wrote a codebase with 5 Java classes and 3 XML layouts, where I used Threads and Canvases to display 5 unique animations

Automatic Pet Food Dispenser

- Led a group of Computer Engineering students to build an automatic pet food dispenser for the elderly
- Built using two Arduino boards which utilize a codebase of over 1000 lines to communicate with Sensors and Servos, which detect and dispense food

Volunteering

Issaguah Food Bank and Eastside Baby Corner, Issaguah WA

June 2017 - April 2018

• Over 100 recorded hours of distributing food, clothes, and other items for both adults and children in need