Connor Owens

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https://connorowens.github.io | 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: 3.622

Relevant Coursework:

- Intro to Operating Systems
- Systems Programming
- Introduction to Database Systems
- Computer Architecture
- Data Structures and Algorithms
- Object-Oriented Programming
- Computer Design and Assembly Language Programming
- Microcontrollers and Embedded Applications
- Intro to Computer Networks

Experience

Software Development Engineer Intern at Amazon, Seattle WA

June 2021 - September 2021

- A 12 week internship involving owning a full stack project from start to finish
- Project involved developer designing, researching, costing, code reviews, testing, documentation and a final presentation
- Used React and AWS services such as Lambda, DynamoDB and API gateway

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

Microcontroller Synthesizer

- Used the TI MSP-432 microcontroller as well as DAC and ADC chips to create a simple synthesizer
- Utilized I2C, SPI and UART protocols to communicate between components and the microcontroller

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

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 animations