

Connor Russi

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Education

Texas A&M University, College Station, TX
Bachelor of Science in Computer Science, Minor in Business

Estimated Grad: May 2027
GPA 3.6

Skills

Programming Languages: C#, C++, Java, Python, JavaScript, HTML, CSS, SQL

Technical Skills and Tools: React, Node.js, APIs, Git, Postgres, Cloudflare, Uvicorn, Unity Engine, VR/XR development

Projects

AI-Powered Job Application Tracker | Personal Project - AI Job Parser November 2025-January 2026

- Fine-tuned a LLaMA-based model using LoRA to extract structured job application data (company, position, hiring stage) from unstructured emails.
- Deployed the model as a FastAPI microservice and securely exposed it to a production web app using Uvicorn and Cloudflare Tunnels.
- Implemented similarity-based scoring to resolve variations in model output and accurately identify whether emails referred to the same or different job positions.
- Integrated the AI service into a full-stack job tracking web application built with React and Node.js, providing automated application status updates across the hiring pipeline.
- Connected the Gmail API to ingest real-world application emails and automatically determine job status from noisy, unstructured data.

Panda Express POS Ecosystem | Class Project - Full-Stack web app September 2025 - December 2025

- Built and deployed a full-stack React and Node.js/Express POS ecosystem supporting customer, cashier, manager, and kitchen workflows across multiple devices.
- Integrated third-party APIs (Gemini, Google Translate, Trello) to provide multilingual support, automated task tracking, and an AI-powered assistant that helps customers build orders in real time.
- Designed modular, role-based components (kiosk, cashier, manager, kitchen) to support scalable development and clean separation of responsibilities across devices.
- Constructed secure session-based authentication to support multi-role access (cashier, manager, customer).
- Served as team lead and scrum master, running standups, assigning tasks, and tracking progress to keep the team on schedule.

Saloon Simulator | Personal Project - VR Game built on Unity in C# for Oculus Quest May 2025 - Present

- Built a VR game for Oculus Quest using Unity and C#, focusing on reusable, object-oriented systems to support rapid iteration and long-term maintainability.
- Developed a reusable interaction system for VR objects, allowing new items to be added quickly without rewriting core logic, reducing development time.
- Engineered a custom purchasing and inventory system to work within limitations of Unity's XR interaction framework, ensuring consistent behavior across user interactions.
- Designed gameplay systems to handle asynchronous and unpredictable VR input by enforcing movement boundaries and validating interaction state, preventing invalid or broken game states.

Experience

Grace Bible Church (Kids Room Lead) | Led children of various ages in engaging activities

Sambica (Male Counselor) | Directed kids through dynamic, rapidly changing environments while encouraging growth

Target (Guest Advocate) | Developed strong communication skills between team members and customers

Russi Mowers (Owner) | Owned and operated a small business, managing clients, project execution, and service quality

Activities

Student Bonfire (Head Fleet Mechanic/Mech Pot) | Adapted communication style to meet the needs of non-technical supervisors and clients, ensuring clarity while equipping them to make informed decisions

Off-Campus Aggies (Head Supervisor/Yellow Pot) | Oversaw a cross-functional team that was in charge of 50+ students within an active construction site, coordinating large-scale tasks such as cutting and transporting 40+ trees a day

Certificates/Awards | Eagle Scout, Unity Certified User