

# 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, Unicorn, 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 Unicorn 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