Connor Russi

(425)-295-4066 | ConnorARussi@gmail.com | www.linkedin.com/in/connor-russi | https://github.com/ConnorRussi

Education

Texas A&M University, College Station, TX   Estimated Grad: May 2027
Bachelor of Science in Computer Science, Minor in Business   GPA 3.6

Skills

Programming Languages: C#, C++, Java, Python, JavaScript, HTML, CSS, SQL, OCaml, Y-86, x86, R
Technical Skills and Tools: Object-Oriented Programming, React, Node.js, AI Programming, GitHub, git, VR/XR development, Unity Engine, Data Structures and Algorithms, Debugging, Version Control, VS Code, Postgres, APIs

Projects

Panda Express POS Ecosystem | Class Project - Full-Stack web app   September 2025 - December 2025
- Built a full-stack React + Node.js/Express platform deployed globally on Render, enabling fast, reliable, and scalable end-to-end system performance.
- Integrated third-party APIs (Gemini, Google Translate, Trello) to provide automated task flows, multilingual support, and real-time insights, enhancing accessibility and usability.
- Developed a full restaurant POS ecosystem with a customer-facing kiosk, cashier interface, manager dashboard, dynamic menu display, and kitchen order management system, enabling seamless multi-device interactions across the entire ordering ecosystem.
- Implemented session management using cookies and express-sessions.

Saloon Simulator | Personal Project - *VR Game built on Unity in C# for Oculus Quest*   May 2025 - Present
- Implemented systems for interactable game objects by applying object-oriented principles, to standardize base functionality, requiring only the unique specifics to be implemented, reducing production time and maintenance time
- Designed an NPC pathfinding system and utilized AI tools to write specific functions to create the desired systems quickly, while maintaining the quality and readability of project code
- Developed systems for purchasing store items to meet the problems presented by the limitations of Unity's XR interaction system, ensuring consistent functionality
- Refined my use of AI to align with its strengths by focusing my AI use on the creation of specific, well-defined functions or logic to increase productivity

CPU | *Class project - Single Core Y-86 Sequential arch CPU*   March 2025 - May 2025
- Built the Fetch, Execute, and PC update stages exclusively while assisting team members in developing the remaining Memory and Decode stages
- Developed test cases by decomposing complex operations into small, simple problems, supporting a simple conversion into Y-86

Sherwood | *Personal Project - 3D Game prototype built on Unity in C#*   December 2022 - June 2023
- Directed development by applying teamwork, communication, and problem-solving skills to design game levels, delegate tasks, create clear avenues to report bugs, and create an environment focused on learning
- Utilized Git branching strategies for version control, team collaboration, and integration stability

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)* | 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