

Connor Spendlove

(435) 979-1254 • connor.spendlove44@gmail.com • www.linkedin.com/in/connorspendlove

Summary

- Aspiring Full-Stack Developer with hands-on experience in web development and design.
- Proficient in **JavaScript**, **MongoDB**, **Express.js**, **React**, **Node.js**, **GraphQL**, **MySQL**, **HTML5**, and **CSS** with a strong front-end and back-end development foundation.
- Passionate about learning new technologies and continuously improving coding skills through practical applications and real-world projects.
- Experienced in collaborating with teams to deliver projects on time and within scope, demonstrating strong communication and teamwork abilities.

Education

Bachelor of Software Development

May 2027

Southern Utah University, Cedar City, UT

- GPA: 4.0

Certificate in Full-Stack Development Bootcamp

June 2024

University of Utah, Salt Lake City, UT

- GPA: 4.0

Experience

Web Development Intern, *SUU Risk Management*, Cedar City, UT

September 2024 - Present

- Collaborated with the Web Services team to strategize improvements for the Emergency Management Website.
- Utilized Cascade software to deploy web modifications, resulting in a more user-friendly interface.
- Partnered with SUU's Marketing team to ensure the website features up-to-date and relevant information.

Team Lead, *Picture Chat*, Collaborative Website Project

May 2024 - Present

- Utilized GraphQL and MongoDB for backend development, enhancing data management and retrieval.
- Incorporated Base64 for image storage in MongoDB, streamlining the storage process.
- Implemented a secure login feature using JWT Authentication, improving user access control.

Solo Developer, *Physics Sandbox*, Personal Website Project

March 2024 - Present

- Developed an interactive Physics Sandbox application using HTML, CSS, and JavaScript, facilitating user exploration of physics concepts.
- Integrated audio feedback functionality with the Web Audio API, generating over 500 unique sounds for enhanced user engagement.
- Designed an interactive game with score tracking, dynamic sound effects, and randomly generated objects.