



CONNOR SUTTON

Data Science & Computational Anthropology

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Lawrence, KS

ConnorSutton07

SKILLS

Programming Languages:

| Python
| SQL
| C#
| C++
| Java
| Javascript
| MatLab
| PHP
| Haskell

Software:

| Unity
| Microsoft Office Tools
| LaTeX
|.NET

INTERESTS

Scientific Computing
Computational Archaeology
Natural Language Processing
Deep Learning
Sustainable Technologies
Teaching

ACHIEVEMENTS

National Merit Scholar
KU Honors
Kansas Honor Scholar
Chancellor's Club Scholar
KU Computer Science
Honor's Society Member
Valedictorian
Varsity Tutors Rating: 4.9/5
AWS DeepRacer Finalist
(Spring 2021)


EDUCATION


University of Kansas, Lawrence | Graduating Fall, 2022

- Majors: Computer Science, Anthropology | Minor: Mathematics
- GPA: 3.8
- Executive/Team Coordinator of KU Artificial Intelligence Organization

WORK & RESEARCH

Virtual Laboratory Developer | Technische Universität Graz

 Aug. 2021 – Present

 Graz, Austria

- Contributing to the Maroon project, a tool for allowing schools to provide educational virtual-reality experiences
- Developing interactive VR laboratory for simulating genetic drift with Unity & C# under the supervision of Dr. Johanna Pirker


Research Assistant | University of Kansas Natural History Museum

 June. 2021 – Present

 Lawrence, KS

- Used cluster analysis to reconstruct North American habitats up to 130,000 YBP
- Creating an interactive virtual compliment to the famous biodiversity exhibit of the University of Kansas' Natural History Museum

Software Development Intern | Textron Aviation


 May 2021 – Aug. 2021

 Wichita, KS

- Led the rework of a major software system responsible for the management and analysis of aircraft parts and calculation of aircraft center of gravity
- Worked with C#, .NET, SQL to replace over 90,000 lines of legacy code


PROJECTS

Trends in Translation |

 Sep. 2021 – Present


- Using sentiment analysis and other Natural Language Processing and statistical techniques to investigate disparity between translations of ancient texts

Retro AI |

 Feb. 2021 – Aug. 2021

- Led a group that created a framework for implementing and testing state-of-the-art Deep Reinforcement Learning algorithms in classic SNES video games

Modelling Pleistocene Hominin Dispersal |

 Dec. 2020 – Aug. 2021

- Developed cellular automata simulation for analyzing important factors in the dispersal of Pleistocene hominins out of Africa