Connor Usaty

📞 905-808-8292 | ✉ usatyc@mcmaster.ca

in linkedin.com/in/connor-usaty | 🌐 ConnorUsaty.github.io | ⌗ github.com/ConnorUsaty

Technical Skills

Languages: Python, C++, C, JavaScript, HTML, CSS
Libraries/Frameworks: Flask, Selenium, React.JS, Node.JS, Express.JS
Other: VS Code, Eclipse, PyCharm, Git, GitHub

Education

McMaster University - 3.64/4.00 GPA   **Sep. 2021 – Present**
Bachelor of Engineering, Computer Engineering (Co-op)   *Hamilton, Ontario*

Relevant Courses

- Data Structures and Algorithms, *C++* (**A+**)
- Principles of Programming, *C / C++* (**A+**)
- Integrated Eng. Design Projects 2, *Python* (**A+**)
- Logic Design, *Verilog* (**A-**)

Projects

Personal Portfolio Website | *JavaScript, HTML, CSS* | Website | GitHub
- Developed an interactive personal portfolio website using HTML, CSS, and JavaScript.
- Implemented responsive design principles to ensure optimal viewing across all devices.
- Enhanced user experience and ease of communication with interactive elements and a contact form.

Pathfinding Algorithm Visualizer | *React.JS, JavaScript, HTML, CSS* | Website | GitHub
- Created an interactive visualization tool for pathfinding algorithms using the React.JS framework.
- Increased engagement through adjustable animation speeds, and real-time maze generation algorithms.
- Implemented A* Search, Dijkstra's, Breadth-First Search, and Depth-First Search pathfinding algorithms.
- Utilized the React.JS state management system to implement an instructions menu and instant re-visualization.

YouTube to MP3 Converter | *Node.JS, Express.JS, JavaScript, HTML, CSS* | Video Demo | GitHub
- Developed a server-side application using Node.JS and Express.JS to handle HTTP requests and responses.
- Implemented error handling mechanisms that displayed appropriate error messages to the user interface.
- Utilized the RESTful principles by making GET requests to the third-party API endpoint for data retrieval.

Sudoku Game & Visual Solver | *Python, PyGame* | Video Demo | GitHub
- Developed a Sudoku game with a visually appealing GUI in Python using the PyGame library.
- Utilized object-oriented programming principles to create the board and square objects.
- Implemented an automatic and visual Soduko solver which uses a recursive backtracking algorithm.

Work Experience

Edge Group   **May 2022 – August 2022**
Assistant Project Coordinator   *Vaughan, Ontario*
- Oversaw multiple job sites across Ontario as the sole on-site company representative.
- Collaborated closely with Project Managers as a key member of the Project Management Team.
- Contributed to the development and implementation of project plans while adhering to tight deadlines.
- Developed and maintained official start-up and closing documentation for job sites, ensuring compliance with regulations.

Goldfish Swim School   **August 2019 – June 2020**
Lifeguard & Swim Instructor   *Oakville, Ontario*
- Supervised and coached the school's competitive swim team, Swim Force.
- Designed and implemented customized swim lesson curriculum's resulting in a 98% pass rate.

Awards

Deans' Honour List   **Received: 2021-2022 & 2022-2023**
Awarded to students with a GPA of 9.5 or higher on McMaster's 12-point scale   *McMaster University*