

CONNOR USATY

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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 – April 2025

Bachelor of 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.

Extracurricular / Awards

Deans' Honour List

2022 & 2023

Awarded to students with a GPA of 9.5 or higher on McMaster's 12-point scale

McMaster University

McMaster Artificial Intelligence Society

November 2022 – Present

General Member

McMaster University

Google Developer Student Clubs

April 2023 – Present

General Member

McMaster University