

CONNOR USATY

[linkedin.com/in/connor-usaty](https://www.linkedin.com/in/connor-usaty) | 905-808-8292 | [Website](#) | usatyc@mcmaster.ca | github.com/ConnorUsaty

Education

McMaster University

Sep. 2021 - Apr. 2026

Bachelor of Engineering, Computer Engineering (Co-op)

Hamilton, Ontario

CGPA: 3.78/4.00 (10.4/12.0)

Relevant Coursework: Logic Design, Electronic Devices & Circuits, Circuits & Waves, Signals & Systems, Data Structures & Algorithms, Object-Oriented Programming, Software Development, Advanced Probability & Statistics

Leadership & Awards

McMaster Artificial Intelligence Society

Sep. 2023 - Present

Director of Education

McMaster University

- Managed the Education Team of the McMaster Artificial Intelligence Society.
- Spearheaded the development and presentation of AI/ML workshops to educate students on a variety of topics such as supervised learning, neural networks, and computer vision, and technologies such as Keras, Tensorflow, and Pandas.

Golden Key International Honour Society

Sep. 2023 - Present

McMaster University Chapter Member

McMaster University

- McMaster University invites students in the top 15% of their program.

Deans' Honour List

2021 - 2022 & 2022 - 2023

Award Recipient

McMaster University

- Awarded to students with a GPA of 3.5/4.0 (9.5/12.0) or higher.

Projects

Pathfinding Algorithm Visualizer (React.JS, JavaScript, HTML, CSS) | [Website](#) | [GitHub](#)

- Created an interactive visualization tool for common pathfinding algorithms using the React.JS framework.
- Increased user engagement through adjustable animation speeds, and real-time maze generation algorithms.
- Implemented visual examples for A* Search, Dijkstra's, Breadth-First Search, and Depth-First Search algorithms.

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 a RESTful API to make GET requests to a third-party API endpoint for data retrieval.

Sudoku Game and Solver (Python) | [Video Demo](#) | [GitHub](#)

- Developed a Sudoku game with an interactive GUI in Python using the PyGame library.
- Implemented a solver which utilizes a recursive backtracking algorithm to find a solution to any solvable game.

Work Experience

Edge Group

May 2022 - Aug. 2022

Assistant Project Coordinator

Vaughan, Ontario

- Oversaw multiple job sites across Ontario while being 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.

Technical Skills

Programming Languages: Python, C/C++, Verilog, MATLAB, JavaScript, HTML, CSS

Libraries / Frameworks: SQLite3, PyQt5, Keras, Tensorflow, NumPy, pandas, React.JS, Node.JS, Express.JS

Other: Git, GitHub, LTSpice, PSpice, Microsoft Office