

# CONNOR USATY

☎ 905-808-8292 ✉ [usatyc@mcmaster.ca](mailto:usatyc@mcmaster.ca)

🌐 [linkedin.com/in/connor-usaty](https://linkedin.com/in/connor-usaty) 🌐 [ConnorUsaty.github.io](https://ConnorUsaty.github.io) 🌐 [github.com/ConnorUsaty](https://github.com/ConnorUsaty)

## 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-)*

## 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

## 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* | [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* | [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*