

# CONNOR USATY

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## Education

**McMaster University - 3.7/4.0 GPA**

**Sep. 2021 – April 2025**

*Bachelor of Computer Engineering (Co-op)*

*Hamilton, Ontario*

## Relevant Courses

- Principles of Programming
- Algorithm Analysis
- Microprocessor Systems
- Data Structures
- Logic Design
- Integrated Design Projects

## Technical Skills

**Languages:** Python, C++, C, HTML/CSS, MATLAB, R

**Developer Tools:** VS Code, Pycharm, CLion, Eclipse, LaTeX, Git, GitHub, Quanser Interactive Labs, R Studio

**Technologies/Frameworks:** Selenium, NumPy, Flask, Pandas, Raspberry Pi

## Work Experience

### Edge Group

**May 2022 – August 2022**

*Assistant Project Coordinator*

*Woodbridge, Ontario*

- Overlooked multiple job sites across Ontario while being the sole on-site representative of the company.
- Worked closely with Project Managers as a member of the Project Management Team to ensure job sites ran smoothly, stayed on schedule and met tight deadlines throughout the duration of the project.
- Made a majority of the start-up and closing documentation. This includes but is not limited to the project schedules, certificates of insurance, letters of warranty and any permits necessary.
- Often finished daily project management work early. Would help the estimating team make calls and visit potential job sites for the remainder of such days.

### Goldfish Swim School

**August 2019 – June 2020**

*Lifeguard & Swim Instructor*

*Oakville, Ontario*

- Worked a supervisor role while running the drills and team practices for the competitive swim team, Swim Force.
- Had to create and teach different curriculum's for children aged 2-12 at a variety of different levels of swimming.
- Acquired great communication and organization skills through instructing children and giving feedback to parents.

## Relevant Projects

### Robotic Arm Control Program | Python, Raspberry Pi, Quanser Interactive Labs

- Designed a Python program for the Raspberry Pi that could control the movements and actions of a robotic arm inside of a three-dimensional virtual environment from Quanser Interactive Labs
- Implemented functionality for the robotic arm by giving it the ability to open and close it's grip, as well as navigate around the three-dimensional virtual environment.
- Utilizing the above functions the arm would sequentially pick up a container, determine the appropriate drawer based on the it's randomized attributes, open the drawer, place the container inside and finally close the drawer and continue to sort the next container that spawned in.

### Auto-Participation Bot | Python, Selenium

- Created a Python script that could automatically log into and actively participate in any iClicker classroom for the entire duration of the class when given only the user's log-in info and course ID.
- Utilized Selenium so the script could actively detect when a pop-up quiz occurred and select an answer to any questions.

### Sudoku Game with GUI & Visual Solver | Python, PyGame

- Designed a GUI using PyGame that visualized actions such as generating the board, playing the game, automatic solver and an end game screen.
- Utilized a recursive backtracking algorithm to visually solve any board the player could not solve on their own.
- Implemented object-oriented programming to create objects for the board and each individual square in it.

## Extracurriculars / Awards

### Deans' Honour List

**2021 – Present**

*Maintain a GPA of 3.5 or higher*

*McMaster University*

### McMaster Artificial Intelligence Society

**November 2022 – Present**

*Active Member*

*McMaster University*