

Connor Nicholls

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OBJECTIVE

Seeking a software developer position in the field of Computer Science within the scope of back-end development, embedded systems, code design and optimization, and game design.

EDUCATION

Texas A&M University, College Station, Texas
Bachelor of Sciences in Computer Science
GPR: 3.876

August 2020 - May 2024

EXPERIENCE

Texas A&M Department of Computer Science, College Station, TX

August 2023 – Present

Undergraduate Researcher under Dr. Roger Pearce, within the University Research Scholars program

- Developing algorithmic optimizations for base-level data structures in C++ through new design methodologies and specific virtual memory mappings
- Writing research paper that will be presented at upcoming conferences, including the University Research Scholars Symposium

Fujitsu Network Communications, Dallas, TX

June 2023 – August 2023

Software Development Intern, LabOps R&D

- Developed autonomous movement systems for STM32 series microcontrollers in Micropython
- Designed and began implementation of plans for an autonomous vehicle navigating in telecom networking stations.
- Overhauled previously existing patent application for rigid attachment mechanism and submitted for approval

Texas A&M Autonomous Robotics Lab, College Station, TX

August 2022 – May 2023

Undergraduate Research Assistant under Dr. Xingyong Song

- Developed Matlab portable application for model of soil-digging mechanisms.
- Advised capstone project on solutions to issues within autonomous robotics platforms.

Reynolds & Reynolds, College Station, TX

August 2021 – April 2022

PC Parts Technician

- Diagnosed PC parts, including motherboards, CPUs, RAM, and more, for defects and damage.

ACTIVITIES

TAMU Robomasters - Aimbots

September 2020 – August 2023

Embedded Systems Lead (August 2022 – August 2023) / Member

- Led a team of 11 in developing control systems for the 2023 Robomasters North America Tournament hosted in Seattle, Washington.
- Collaboratively developed features for robots, including swapping barrels, autonomous movement, resource management, and more.

Aggie Society for Anime and Manga Art

August 2021 – May 2023

IT Officer

- Developed solutions for an online community and advised the council on technologies implemented throughout meetings and activities.

SKILLS

Advanced knowledge of C++, Java, Python, Micropython, CUDA, Spring Boot, MySQL, Git,
Microcontroller Systems, Linux & Windows Environments
Experience with French, Japanese, Customer Service, Agile & Waterfall Project Management, Web Development, Computer Construction, Full-Stack Engineering, CMake