

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, and system and algorithm design and optimization.

EDUCATION

Texas A&M University, College Station, Texas August 2020 - May 2024
Bachelor of Science in Computer Science
GPR: 3.865

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
- Paper accessible at "[Investigation of Virtual Memory Aware Data Structures](#)".

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, OpenGL, CMake, Microcontroller Systems, Linux & Windows Environments
Experience with French, Japanese, Customer Service, Agile & Waterfall Project Management, Web Development, Computer Construction, Full-Stack Development, Back-End Development