Connor Brown

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EXPERIENCE

Homeroom May - Aug 2020
Software Engineering Intern San Francisco, CA

Decreased landing page load times by 500ms. Improved Homeroom.com's Google Lighthouse performance score by 16 points. Created a backend service for data santization.

Camp EDMO Jun - Aug 2019
Java Coding Instructor San Francisco, CA

Taught basic programming concepts to middle school students. Facilitated labs, demos, and projects in Java in the Eclipse IDE.

Brown Computer Science Dept Aug – Dec 2018
Teaching Assistant Providence, RI

Edited lecture content for the largest CS course at Brown. Held hours and labs to help students learn concepts of Object Oriented Programming in Java.

SKILLS

Python	Typescript	React
Javascript	HTML	Webpack
Java	CSS	Node.js
C	Git	x86 Assembly
Ruby	Vagrant	

EDUCATION

Brown University
B.A. in Computer Science
Expected graduation Dec 2021

PROJECTS

Mondrian Grid, Dec 2019
Personal Project - Web App

Implemented recursive algorithm in Javascript that partitions a 'canvas' into rectilinear sub-regions. Enables users to create, personalize, and save art in the style of Mondrian.

M-Threads, Apr 2020
Academic Project - Thread Library

Implemented threading library in C that supports parallelized multi-threading across multiple processors. Implemented threads and thread locks in the style of POSIX threads.

KD-Tree Visualizer, May 2019
Academic Project - Alloy Modelling

Modeled a KD-tree in Alloy with up to k=5 dimensions. Implemented a nearest neighbor search algorithm in Alloy, allowing users to step through the states in a search step by step.