Connor Brown

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EXPERIENCE

Menlosecurity
Software Engineering Intern

May - Dec 2021
Mountain View, CA

Worked in the Angular framework on the frontend team to port over existing features from Admin Portal 1.0 to 2.0. Worked across the stack to build out new web pages for the Email Isolation Policy from Figma designs and technical specs. Facilitated the introduction of new features into Admin Portal 2.0.

Homeroom
Software Engineering Intern

May - Aug 2020
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
Java Coding Instructor

Jun - Aug 2019
San Francisco, CA

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

SKILLS

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

EDUCATION

Brown University
B.A. in Computer Science
Graduated 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.