Connor Brown

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Education

Brown University, Providence, RI

A.B. Computer Science, 3.75 GPA (graduating May 2021)

Relevant Coursework:

Software Security and Exploration, Computer Systems, Intro to Object-Oriented Programming, Data Structures and Algorithms, Logic for Systems

Technical Skills

Proficient: Python, Java, Git, Alloy, X-86 assembler, C

Familiar: JavaScript, HTML, CSS, Dafny, Isabelle

Professional Experience

Camp EDMO, coding instructor — June 2019 – August 2019, San Francisco, CA

Recently taught basic programming skills and concepts to middle school students. Facilitated labs, demos, and projects in Java. Focused on making programming fun and accessible.

Brown Computer Science, teaching assistant — August 2018 - December 2018, Providence, RI

Improved and edited one lecture content for the largest course at Brown with over 400+ students. Conducted two weekly recitations for 15-20 students. Helped debug student code in office hours, teaching them how to get 'unstuck'.

Tutorout, private ESL tutor — August 2018 - present, Providence, RI

Currently tutor K-12 ESL students in English/History/STEM, aiming to enhance English speaking, writing, reading, and listening skills.

Projects

MondrianGrid – Personal project (JavaScript)

Implemented recursive algorithm that semi-randomly partitions a canvas into rectilinear sub-regions; enables users to create artwork in the style of Piet Mondrian; users can save their creations. Check it out at https://kconnorbrown.github.io/MondrianGrid/

KD-Tree – School partner project (Alloy)

Collaborated to implement a KD-tree data structure in Alloy with for 1-5 dimensions; implemented nearest neighbor algorithm with projection over states; Visually configured a model that allows users to walk through the KD-tree instances.