

# Connor Brown

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## EXPERIENCE

**Menlosecurity** May - Dec 2021  
**Software Engineering Intern** 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** 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 sanitization.

**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.

## SKILLS

Python	Typescript	Angular
Javascript	HTML	React
Java	CSS	Webpack
C	Git	Figma
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.