CONNOR HENGSTLER

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SUMMARY

Computer Science student (GPA 3.9, Dean's List) specializing in distributed systems, backend development, and game architecture. Internship and co-op experience in database engineering, automated testing, and high-performance systems. Skilled in C++, SQL, JavaScript/Node.js, and cloud platforms (AWS, GCP).

EDUCATION

University of British Columbia — **Vancouver, BC**

B.S. in Computer Science — *Expected Graduation 2028*

- **GPA:** 3.9, *Dean's List*

PROFESSIONAL EXPERIENCE

Aerospike

Graph Database Engineer Intern — *May 2025 – Current*

- Engineered and refactored a **multi-schema, multithreaded data generator** achieving throughput of **1M rows/sec**.
- Implemented **load balancing** strategies for 3 gremlin drivers to reduce endpoint overloads, improving end-to-end query reliability for stress testing, and enhancing horizontal scalability.
- Developed **distributed bulk-loading workflows** using Apache Spark on **AWS EMR** and **GCP Dataproc** for high-scale ingestion into Aerospike databases.

BC Pension Corporation

Software Developer in Test Co-op — *May 2024 – Dec 2024*

- Automated testing for a full-stack web application serving **650,000+ clients**, creating **120+ keyword tests** in Python using TestComplete
- Designed **220+ complex SQL queries** for functional and performance testing in an Oracle SQL Database.
- Applied **STLC** and **SDLC** best practices to enhance testing efficiency and defect detection.
- Authored and managed **300+ comprehensive test scenarios** to ensure system stability and accuracy.

PROJECTS

Throw – Full Stack Athlete Tracking App — *Jun 2024 – Current*

- Designed and developed a **React + Express.js + PostgreSQL** application to manage athlete performance, training schedules, and statistics.
- Implemented **role-based user access** with **JWT authentication**, providing secure, personalized dashboards for coaches, athletes, and admins.
- Conducted **real-world pre-alpha testing** with the University of British Columbia Track Team, integrating user feedback into UI/UX improvements.

Soulsborne – Game Development Project

Team Lead — *Sept 2024 – Current*

- Created a fully playable **Soulslike 3D prototype** using **Unreal Engine's Gameplay Ability System (GAS)** for scalable combat mechanics.
- Implemented **modular gameplay components** (Component Design Pattern) to enable rapid feature iteration and maintainability.
- Developed **delegate-based systems** to decouple gameplay logic, AI, and UI, improving scalability and code clarity.

Certifications

EA Software Engineering Job Simulation — *October 2024*