Connor Blaha

blaha.s.connor@gmail.com • *330-606-0527* • *Github: https://github.com/SunCh1p*

Objective: Computer Science student with skills in C++, Python, and Javascript seeking an opportunity to apply skills in a real-world software development role, either as an intern or junior dev.

Education:
BS Computer Science
Expected Graduation: December 2025.
Kent State University, Kent, Ohio
GPA: 3.86

Skills:
Languages C++, Python, JavaScript, SQL, Bash
Frameworks / Libraries: React, Node.js, Express, Flask, Pygame
Tools: Git, LaTeX, VSCode, SQLite, MySQL

Coursework: Design Patterns, Algorithms, Introduction to Artificial Intelligence, Human Interfaces and Computing, Introduction to Databases, Artificial intelligence, Introduction to Software Engineering, Introduction to Computer Graphics, Introduction to game design, Embedded Systems

Projects

ItemQuest January 2025 - May 2025
Github Link: `https://github.com/Item-Quest/TeamBravo`

- Built using Socket.io, Flask, React, and Tensorflow.js
- Implemented real-time multiplayer with live scoring system and capabilities to run multiple simultaneous games.
- Collaborated with team of 10 to design and build the project.

ZoomZoomType January 2025 - May 2025
Github Link: `https://github.com/SunCh1p/ZoomZoomType`

- Built using React, Bootstrap, Expressjs, and Sqlite
- Implemented typing app with capabilities to track words per minute, generate random texts, use random scores, login system, and leaderboard
- Collaborated with team of 4.

Visaul Pathfinding January 2025 - May 2025
Github Link: `https://github.com/SunCh1p/AIProject2025`

- App built to simulate a robot in a warehouse with a dynamic obstacle environment.
- Implemented and visualized A* algorithm
- Collaborated with a 2 person team to build and present the project.

Personal Website January 2025 - May 2025
Github Link: `https://github.com/SunCh1p/PersonalWebsite`

- Personal website, project used to get my bearings around React and bootstrap.
- Implemented usig React and Bootstrap