

CONNER BATSON

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SKILLS & ABILITIES

- *Programming Languages:* Java, JavaScript, C, HTML, Python, Objective C, C++, Ruby
- *Frameworks:* React, Ruby on Rails
- *Applications:* Word, Excel
- *Mobile Applications:* iOS, Android
- *Operating Systems:* MAC OS, Windows, Ubuntu Linux
- *Other:* databases; cloud management; computer theory; cryptography and network security; technical writing; game development

RELEVANT EXPERIENCE

Fall 2020 – Spring 2021 Volunteer Autolab Backend Developer – Software Design Project – Washington State University

- Studied ruby and ruby on rails framework
- Developed a demo application of a grocery store site
- Investigated Okta Verify login/logout bug
- Communicated findings to instructor in meetings

Fall 2020 Project 1 – Computer Game Design – Washington State University

- Developed a puzzle game using tiles
- Implemented Dijkstra's algorithm for movement
- Created 3 playable levels
- Added interactive objects based on collision

Fall 2020 Project 2 – Computer Game Design – Washington State University

- Developed platformer game with group
- Contributed artwork to playable character
- Added sprites for bullets
- Created animations of playable character

Spring 2019 Final Project – Data Structures and Object-oriented Programming – Clark College

- Remade Raspberry Pi sample game
- Coded Raspberry Pi Asteroids to accept gyroscopic measurements
- Implemented code to rotate sprite using Raspberry Pi as a controller

EDUCATION

August 2019 – May 2021

- *Location:* Washington State University
- *Honors:* Magna Cum Laude
- *Degrees:* Bachelor of Science – Computer Science, Minor in Mathematics
- *GPA:* 3.73
- *Coursework:* Cloud Data Management, Software Design, Computer Game Design, Network Security, Mobile Application Development

September 2012 – June 2019

- *Location:* Clark College
- *Honors:* with Honors
- *Degree:* Associate of Science – Transfer Track 2
- *GPA:* 3.86