CONNOR BATCH

Boulder, CO | connor.batch@gmail.com | www.connorbatch.com | (858) 342 - 0092

🎓 EDUCATION

California Polytechnic State University | **San Luis Obispo, CA**

Software Engineering, B.S. | *September 2012 - Present*

GPA: 3.2 | *Expected Graduation Date: December 2016*

Palomar Junior College | **San Diego, CA**

GPA: 4.0, Sign language interpreter credential program | *June 2011 - May 2012*

💼 WORK EXPERIENCE

Apple Inc. | **Sunnyvale, CA**

User Experience Intern | *June 2016 - September 2016*

Researched an existing enterprise system and it's users and stakeholders. Redesigned the system and set a product vision for the future. Gained experience with design-thinking, wireframing, paper prototyping and visual design. Participated in two intern competitions and placed 1st place in one and 3rd place in the other.

Medtronic | **Boulder, CO**

Design Quality Engineer I | *June 2015 - May 2016*

Developed a tool to assist in validating pulse oximeters which creates data marts from a clinical data repository. Also led the effort to redesign the UI for an existing medical device to address usability needs and compliance to new standards.

Salk Institute | **San Diego, CA**

Lab Tech | *March 2012 - September 2013*

Assisted in the development of experiments and participated in the execution and data collection activities associated with these experiments in support of scientific research.

🏛 LEADERSHIP

Cru Central Coast - Web Team Leader | *September 2015 - June 2016*

Led a team in order to redesign the back-end of the Cru Central Coast website and develop a Cru Central Coast mobile application.

Cal Poly Housing - Resident Advisor | *September 2013 - June 2014*

Marketed, developed, and executed events designed to promote academic excellence, social connection and cultural inclusion.

PROJECTS

- **Fingerspelling Hand** – Developed a 3-D modeled hand capable of American Sign Language (ASL) fingerspelling dynamically as the user types, it won top final project in my graphics course and was programmed in C++ and OpenGL.
- **Fruit Ninja** – Developed a real time 3-D graphics game with a team for 8 weeks, the project achieved first place in the Real Time 3-D Graphics course, implemented following the entity component system.
- **Grader** – Developed, with a team, a gradebook application as an exploration of GUI libraries like JavaFX, quality assurance using a custom specification language, and software principles such as waterfall development.
- **PolyFlows** – Developed, with a peer, a web tool which benefits students by providing a convenient method to plan which courses to take while gathering administrative data to figure out course demand for upcoming quarters.

</> SKILLS

Applications:

- *IDEs and Text Editors (vim, IntelliJ, Eclipse, Visual Studio, Microsoft Blend, Brackets, WebStorm, Android Studio)*
- *Version Control (Git, SVN)*

Programming:

- *Proficient in: C, C#, Java & SQL*
- *Some knowledge of: C++, Android, Swift, HTML, CSS, OpenGL & GLSL*