Connor E. Wahlers

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EDUCATION

Fordham University, College of Arts and Sciences, Rose Hill   Bronx, NY
B.S. in Computer Science   May 2023

WORK & LEADERSHIP EXPERIENCE

Splat! Skate   Bronx, NY
Full-Stack Developer   March 2023 - August 2023
- Spearheaded the development of an online marketplace, utilizing HTML, Tailwind CSS, and Django with an SQLite backend for a robust full stack web application.
- Crafted an intuitive and user-friendly frontend interface using HTML and Tailwind CSS, including responsive layouts and components to ensure a seamless user experience across various devices.
- Employed Django to implement the marketplace's backend logic, including RESTful APIs, user authentication, and database models using SQLite to manage product listings, user accounts, and messages between shopper and retailer.
- Utilized SQLite to efficiently manage and store data for the marketplace
- Worked with other developers for troubleshooting, brainstorming, and debugging to better solve problems during development

PERSONAL PROJECTS

Personal Website
- Designed and constructed a personal website from scratch, leveraging the power of ReactJS to create a dynamic and interactive user experience. My proficiency in advanced HTML and CSS techniques allowed me to implement complex designs and functionalities effectively.
- Incorporated animations throughout the website using animate.css to engage users and provide an aesthetically pleasing experience. These animations added visual appeal and improved the overall user experience.
- Integrated the nodemailer library to enable users to communicate easily through the site. This feature facilitated smooth and direct communication, enhancing user engagement and satisfaction.
- Responsible for the entire website design process, from conceptualization to execution which encompassed meticulous attention to formatting, color schemes, and implementation of styles, resulting in a visually appealing and minimalist design that aligns with modern design principles.

Arcade-Style Game
- Sole developer responsible for creating a fully functional arcade-style game using the pygame Python framework and Aseprite for sprite design
- Utilized the pygame Sprite class to structure the game's components effectively, including creating and managing the player character and obstacle objects.
- Designed custom sprites tailored to the game's theme and requirements, such as characters, objects, and animations using Aseprite.
- Conceptualized the game's concept, defined its rules and mechanics, and oversaw every aspect of its design and implementation to ensure a more cohesive and well-executed end product.

OTHER

Technical Skills: C++, Python, HTML/CSS/JavaScript, React, Tailwind, Django, MySQL, SQLite, Linux, Git, Docker, Agile