

# Charles Conner

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## EDUCATION

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Chapman University, Orange, CA

Expected Graduation May 2027

**Bachelor of Science in Computer Science**

**Minor in Business Administration**

*Relevant Coursework:*

- Data Structures and Algorithms
- Database Management

## TECHNICAL SKILLS

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- Java
- Python
- C++
- React (learning)
- HTML
- CSS
- JavaScript
- AWS (familiar)
- Git
- Figma
- SQL

## PROFESSIONAL EXPERIENCE

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**Website Developer | Chapman University – Orange, CA**

May 2025 – Present

- Redesigned and now maintain Chapman University Student Government Association Website
- Designed a ticketing pipeline, reducing processing time for updates by 40%
- Expand features with focus on usability, accessibility, and performance improvements

**Computer Science Tutor | Freelance – Remote**

November 2024 - Present

- Deliver customized lessons to students, increasing comprehension and retention through tailored experiences
- Simplified complex technical concepts (Python, Java, C++) for varied student learning styles
- Strengthened interpersonal and communication skills through consistent positive feedback

**Bernardus Lodge & Spa | Server/Food Runner – Carmel Valley, CA**

May 2024 - Present

- Deliver high-end dining service in a Forbes 4-star restaurant, ensuring consistent guest satisfaction
- Anticipate guest needs and maintain polished service standards, contributing to seamless luxury experiences
- Coordinate efficiently between front and back-of-house teams to sustain smooth operations under pressure

## RELEVANT PROJECTS & EXPERIENCE

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**Machine Learning Tennis Match Predictor**

July 2025 – August 2025

- Built predictive ML model on 65,000+ professional matches, achieving 64.5% accuracy on unseen matches
- Engineered reproducible feature pipeline ensuring clean data and reliable evaluation
- Documented workflow for clarity, transparency, and reproducibility

**Personal Portfolio Website**

June 2025 – August 2025

- Designed and deployed a responsive portfolio website using HTML, CSS, and JavaScript
- Optimized load times and accessibility across mobile and desktop devices
- Practiced modular architecture and git-based version control for maintainability

**Not So Super Mario Bros**

October 2024 – November 2024

- Built a C++ CLI game with procedurally generated levels using advanced data structures
- Implemented modular classes for AI, level generation, and event logging
- Strengthened debugging skills and system design problem-solving

## ACADEMIC AWARDS AND LEADERSHIP

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**Computer Science Club**

2024, 2025

**Artificial Intelligence Club**

2024, 2025

**Chapman IEEE**

2025

**Chapman Grant Recipient**

2023, 2024, 2025

**Study Abroad La Trobe University, Melbourne, AU**

2025

**Outdoors Club**

2024, 2025