

Connor Horman

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EXPERIENCE

Ancaster Computer Products, Ancaster ON — Highschool Co-op Student

FEBRUARY 2019 - JUNE 2019

Performed Software and minor hardware level repairs on customer Windows-based computers. Took payments in cheque, credit/debit card, via QuickBooks and FirstData Point-of-Sales. Called customers to inform them of completed repairs

WinHacks — Organizer

MARCH 2019

Moderated Live Stream Chat for virtual hackathon. Communicated between Organizing Team and Live Stream Chat. Helped Moderate primary discord server. Helped participants with ideas and some execution of those ideas

EDUCATION

University of Windsor, Windsor, ON — B.CS (Honors)

SEPTEMBER 2019 - PRESENT

First Year Computer Science Student in the Honors Program

PROJECTS

SNES-Dev — Homebrew Software Library for the Super Nintendo

<https://github.com/chorman0773/SNES-Dev>

Developed Rust, C, and C++ libraries for abstracting components of the Super Nintendo. Modified the llvm project to support compilation to and linking for the 65816 architecture, with plans to submit the modifications upstream. Tentatively registered an Elf E_MACHINE constant for the architecture with the Generic System V ABI Mailing list.

PkmCom APL — Extensible Networking Protocol Layer

<https://github.com/chorman0773/PkmCom-APL-Library>

Designed and Developed Abstract Protocol, as well as a number of Base (transport) protocols. Documented Protocol Specification and implemented that specification in Java. Developed TCP Handshake to encrypt protocol traffic using that Base Protocol.

SKILLS

Programming in C, C++, Java, Lua, and Rust

Linux Command Line

Autoconf/Makefile

Git Version Control Software