

# Connor Horman

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## Education

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### University of Windsor

B.Cs. HONORS

- First Year University student

*Windsor, Ontario*

*Sept. 2019 - PRESENT*

## Experience

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### Ancaster Computer Products

HIGHSCHOOL CO-OP STUDENT

- 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

*Ancaster, Ontario*

*Feb. 2019 - June 2019*

### Winhacks Virtual Hackathon

ORGANIZER

- 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

*Windsor, Ontario*

*March 2020*

## Projects

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### Laser Programming Language

SYSTEM PROGRAMMING LANGUAGE WITH GAME DEVELOPMENT FOCUS

- Elected as Chair of the Embedded Working Group
- Ran Embedded Working Group Mailing List

*GitHub*

### SNES-Dev

SNES HOMEBREW PLATFORM FOR RUST/C/C++

- Developed Rust, C, and C++ libraries for abstracting components of the Super Nintendo Entertainment System.
- 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 EMACHINE constant for the architecture with the Generic System-V ABI Mailing list.

*Project Github*

### Sentry Game Engine

GENERAL PURPOSE JAVA GAME LIBRARY AND LAUNCHER

- Developed and Documented Primary Java API
- Designed Dedicated Game Launcher
- Worked on Lightning Creations Java Engine Interface, to allow communication with between this and other engines.(Java Engine Interface Github)

*Project Github*