

Conner Mullins

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Experience

QA Tester | Lionbridge Games

Sept 2024 - Present

- Conducts thorough testing of software projects to ensure product quality and readiness for launch
- Identifies, documents, and tracks bugs using Azure DevOps, creating tickets to help developers reproduce and resolve issues
- Collaborates with cross-functional teams, including developers and project managers, to ensure timely resolution of issues and maintain project milestones
- Performs regression testing to ensure new changes do not affect existing functionality
- Successfully authored 150+ bugs and closed 650+ tickets over 4 months, contributing significantly to a high-quality product release

Software Engineering Fellow | Headstarter Accelerator Fellowship

Jul 2024 - Sept 2024

- Built and deployed 5 AI projects in 5 weeks using React JS, Next.js, Firebase, Clerk, and Vercel, following agile methodologies with weekly sprints, and incorporated CI/CD practices for iterative deployment
- Worked as a team of 3 to develop an interactive customer support agent using Next.js, integrated a custom RAG pipeline using OpenAI and Pinecone that responds based on a company's knowledge base
- Worked as a team of 2 to build and deploy a SaaS product that generates dynamic flashcards based on any topic using the OpenAI API, including a paywall and custom pricing plans using the Stripe API
- Participated in weekly video sessions with engineers from Google, Y Combinator, Stanford, Amazon and venture-backed startups

Lead Programmer | University of Idaho - Capstone Project

Aug 2023 - May 2024

- Programmed the NASA-patented project *Robotic Assembly of Photovoltaic Arrays*, achieving a 100% compliance rate with a stringent 10-minute assembly time requirement
- Designed and built a custom server for robotic arm communication using Raspberry Pi
- Trained self and 3 colleagues in WINCAPS III, improving the team's coding proficiency
- Contributed to programming of control systems for 3 robotic arm end effectors, enhancing overall operational precision and efficiency

Education

University of Idaho, Moscow, Idaho | Bachelor of Science in Computer Science

Aug 2019 - May 2024

- **Course Highlights:** Software Engineering, Machine Learning, Database Systems, Analysis of Algorithms
- GPA: 3.5

Awards and Recognitions

Dean's List: Fall 2019, Fall 2021, Spring 2022, Fall 2022, Spring 2024

Technologies

Skills: C++, C, Python, C#, JavaScript, HTML, CSS, SQL, Git, PHP, Firebase, Azure DevOps, Active Directory, LaTeX