Conner Mullins

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EDUCATION

University of Idaho (UI), Moscow, Idaho*, May 2024*

Bachelor of Science in Computer Science (BSCS)

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

Overall GPA: 3.50

COURSE HIGHLIGHTS

Compiler Design	Computer Operating Systems
Analysis of Algorithms	System Software
Database Systems	Machine Learning
Software Engineering	Computer Graphics

EXPERIENCE

Robotic Assembly of Photovoltaic Arrays | University of Idaho - *Software Engineer*

Fall 2023 - Spring 2024

- Independently programmed all of the robotic arm movements
- Designed the server used for communication between devices
- Taught self and others programming language Wincaps III
- Controlled various end effectors with a Raspberry Pi
- Generated ideas for mechanical designs

Compiler Design | University of Idaho - *Software Engineer*

Spring 2024

- Constructed grammar for custom programming language bC
- Developed parsing
- Fabricated non-ambiguous abstract syntax trees
- Investigated input for semantic errors
- Produced code in Assembly

Database and Website Development | University of Idaho - *Back-End/Front-End Engineer*

Fall 2022

- Coordinated the overall functionality of a product listing/purchasing website
- Cultivated three databases used to store and display listed products
- Introduced searching capabilities and multiple ways to filter results
- Generated and formatted the results page for searches

SKILLS

Coding Languages

C, C++, Python, SQL, HTML, CSS, JavaScript

Skills

Analytic Reasoning, Software Testing, Attention to Detail, Creative Approaches