

# Conner Mullins

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## Experience

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### Software Engineering Fellow | HeadstarterAI Fellowship

29 Jul 2024 - Present

- 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 in a team of 2 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
- Collaborated with 1 Fellow to build and deploy a SaaS product that generates dynamic flashcards based on any topic using the Llama 3.1 LLM via the Groq API, integrated a paywall and custom pricing plans using the Stripe API
- Participated in weekly sessions with engineers from Google, Y Combinator, Stanford, Amazon and venture-backed startups

### Robotic Assembly of Photovoltaic Arrays | University of Idaho

Aug 2023 - May 2024

- Led the robotic assembly of NASA-patented solar 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 3 colleagues and self in WINCAPS III, improving team and coding proficiency
- Contributed to programming of control systems for 3 robotic arm end effectors, enhancing overall operational precision and efficiency

### Compiler Design | University of Idaho

Jan 2024 - May 2024

- Developed a scanner for the custom programming language 'bC' using Flex and Bison
- Implemented a parser that constructs an abstract syntax tree (AST) from tokens, improving parsing speed
- Incorporated detailed semantic analysis and error handling, reducing code errors and improving code integrity
- Established a standardized template for compiler error messages, which streamlined the troubleshooting process and resulting in a more efficient development cycle
- Generated a mix of assembly and machine code for use in a TM

### E-Commerce Platform Development | University of Idaho

Sep 2022 - Dec 2022

- Created a comprehensive e-commerce website enabling vendors to list tech products and services
- Managed and optimized databases for 1,000+ products, services, and user accounts
- Implemented advanced search and filtering features, including price range, brand, and screen size, significantly improving user search accuracy.
- Developed a feature to display products just outside the specified price range at the end of the search results
- Designed and formatted product display pages, creating a more intuitive browsing experience for users

## Education

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

Aug 2019 - May 2024

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

## Awards and Recognition

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

## Technologies

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**Tech Skills:** C++, C, Python, JavaScript, HTML, CSS, SQL, PHP, Git, Material UI, Firebase

**Skills:** Analytic Reasoning, Software Testing, Attention to Detail, Creative Approaches

**Interests:** Drawing, Photography, Playing Trombone