

CONOR MURPHY

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EDUCATION

University of Notre Dame

College of Engineering, B.S. Computer Science; GPA: 3.51

Notre Dame, IN

Aug. 2018 - May 2022

Relevant Coursework: Data Structures, Systems Programming, Discrete Math, Logic Design

In Progress: Compilers, Theory of Computing, Programming Paradigms, Programming Challenges

Saint Patrick High School

GPA: 3.99

Chicago, IL

Aug. 2014 - May. 2018

SKILLS

- C, C++, Python, Javascript, HTML/CSS, VueJS, MATLAB, Git, Linux/Unix

EXPERIENCE

Chaoli Wang Lab, University of Notre Dame

Undergraduate Research Assistant

Notre Dame, IN

August 2020-Present

- Incoming student research assistant working with the D3.js Javascript library to build data visualization tools
- Utilizing Notre Dame learning data to understand achievement gaps that result from students' differing backgrounds

The Graduate School, University of Notre Dame

Graduate Enrollment Management Student Assistant

Notre Dame, IN

August 2019-May 2020

- Handled initial review of 2019-2020 application rounds
- Designed various materials for official communication to potential applicants

Office of the Executive Director, Center for Social Concerns, University of Notre Dame

Student Administrative Assistant

Notre Dame, IN

September 2018-May 2019

- Gathered preliminary information relevant to upcoming research proposals
- Prepared marketing and organizational materials for the Center's internal
- Completed various administrative tasks under direction from the Executive Director/Executive Assistant

Ridgemoor Country Club

Golf Caddie

Harwood Heights, IL

2016 - 2019

PROJECTS

Spidey.c Webserver

CSE 20289: Systems Programming

Notre Dame, IN

April-May 2020

- Worked with one other student to build an HTTP 1.0 webserver in C that can handle traffic in single or forking mode
- Functionality includes serving/traversing directory listings, displaying images and txt files, and running bash/Python CGI scripts
- Utilized an AWS instance to run the server permanently and accept global traffic

CrossReference

Personal Project

Chicago, IL

March 2020

- Developed a Python CLI tool to cross reference films on Letterboxd watchlists with preferred streaming services
- Gained experience in using Python libraries to handle webscraping and making API requests

MATLAB Battleship AI

EG10112: Into to Engineering II

Notre Dame, IN

Spring 2019

- Worked with a student team to develop attack algorithms for the board game Battleship in MATLAB
- Implemented comprehensive GUI to allow users to run tests of each algorithm and visualize results over hundreds of games at once, as well as visually represent a full game in realtime with each algorithm

Inspectus Minimum Viable Product

CodeSeed

South Bend, IN

Summer-Fall 2019

- Paired with a local restaurant compliance startup to develop a minimum viable product web-app
- Work conducted through student-led development group CodeSeed