CONOR MURPHY

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EDUCATION

University of Notre Dame — Notre Dame, IN
College of Engineering, B.S. Computer Science; GPA: 3.64 — *Aug. 2018 - May 2022*

Relevant Coursework: Compilers and Language Design, Systems Programming, Databases, Data Structures, Algorithms

Saint Patrick High School — Chicago, IL
Aug. 2014 - May. 2018

SKILLS

- C, C++, Python, Javascript, HTML/CSS, VueJS, D3.js, Git, Linux/Unix

EXPERIENCE

Chaoli Wang Lab, University of Notre Dame — Notre Dame, IN
Undergraduate Research Assistant — *August 2020-Present*

- Utilizing the D3.js Javascript library to build data visualization tools
- Developing novel visualizations to compare adding hierarchical and historical information to Sankey diagrams
- Paper expected in spring 2021 for submission to data visualization conferences

The Graduate School, University of Notre Dame — Notre Dame, IN
Graduate Enrollment Management Student Assistant — *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 — Notre Dame, IN
Student Administrative Assistant — *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 — Harwood Heights, IL
Golf Caddie — *2016 - 2019*

PROJECTS

Spidey.c Webserver — Notre Dame, IN
CSE 20289: Systems Programming — *April-May 2020*

- Worked with one other student to build an HTTP 1.0 webserver in C that can accept 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 — Chicago, IL
Personal Project — *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 perform webscraping and making API requests

MATLAB Battleship AI — Notre Dame, IN
EG10112: Into to Engineering II — *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 — South Bend, IN
Codeseed — *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