

CONOR MURPHY

cmurph29@nd.edu | 773 724 9888 | 5203 W Berwyn Ave, Chicago, IL 60630 | [GitHub](#) | [Personal Site](#)

EDUCATION

University of Notre Dame

College of Engineering, B.S. Computer Science; GPA: 3.64

Notre Dame, IN

Aug. 2018 - May 2022

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

SKILLS

• **Languages:** C, C++, Python, Javascript/Typescript, SQL, Angular, D3.js

Technologies: Git, OOP, Linux/Unix

EXPERIENCE

Zebra Technologies Corporation

Application Development Intern

Lincolnshire, IL

May 2021-Present

- Creating a search backend using Apache Solr that enables discovery of 3rd-party partners and application offerings

Chaoli Wang Lab, University of Notre Dame

Undergraduate Research Assistant

Notre Dame, IN

August 2020-Present

- Utilizing the D3.js Javascript library to build data visualization tools
- Developed novel visualizations to compare adding hierarchical and historical information to Sankey diagrams
- Co-authored "A Study of Hierarchical Sankey Diagram: Design and Evaluation," submitted to IEEE Vis 2021

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

playruski.com

CSE 30246:Databases

Notre Dame, IN

February 2021-Present

- Developed a full-stack social app with fellow students using MongoDB, Express w/GraphQL, Angular, and Node
- Implemented various features for the web app by writing Angular components and services and custom GraphQL queries
-

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 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

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 perform webscraping and making API requests

MATLAB Battleship AI

EG10112: Intro 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