

# CONOR MURPHY

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## EDUCATION

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### 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

### Saint Patrick High School

GPA: 3.99

Chicago, IL

Aug. 2014 - May. 2018

## SKILLS

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- C/C++, Unix, Python, Javascript, VueJS, MATLAB, HTML, CSS, Git, Microsoft Word, Excel, Powerpoint

## EXPERIENCE

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### 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 - Present

## PROJECTS

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### 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 group CodeSeed

## ACTIVITIES

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### Codeseed

Student-led software development group

Notre Dame, IN

Summer 2019 - Present