

CONOR MURPHY

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EDUCATION

University of Notre Dame

College of Engineering, B.S. Computer Science; GPA: 3.60

Notre Dame, IN

Aug. 2018 - May 2022

Relevant Coursework: Compilers and Language Design, Data Structures, Discrete Math, Systems Programming, Programming Paradigms

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

- Utilizing the D3.js Javascript library to build data visualization tools
- Developing a unique visualization integrating a hierarchical Sankey diagram/Parallel Coordinate plot
- Full paper expected for submission to data visualization conferences

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: 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