

Connor Auyong

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EDUCATION

University of California, Irvine

Irvine, CA

Bachelor of Science in Computer Science & Engineering

Expected 2026

- Relevant Coursework: Digital Systems, Embedded Software, Network Analysis, Differential Equations, Statistics, Electronics Development & Circuit Design, Digital Computer Organization

Mount San Antonio College

Walnut, CA

Associate's in Mathematics

Aug. 2019 – Dec 2023

- GPA: 3.97
- Relevant Coursework: Algorithms, Data Structures, Discrete Mathematics, Object-Oriented Programming, Linear Algebra

EXPERIENCE

STEM Center Tutor

August 2023 – January 2024

Mount San Antonio College

Walnut, CA

- Helped a dedicated number of students three times a week with the foundations of Computer Science, including coding projects and good code formatting techniques
- Assisted students with beginner and intermediate projects and reinforced data structures and algorithms concepts.

CERTIFICATIONS

AWS Certified Cloud Practitioner

August 2024 – August 2027

PROJECTS

TaskIt | JavaScript, React, Node.js, Express, MongoDB, HTML, CSS

Sep 2024 – Present

- Implemented RESTful API for seamless client-server communication.
- Utilized React for dynamic user interface rendering and state management.
- Designed and optimized database schemas in MongoDB for efficient data retrieval.

nanoGPT | Python, PyTorch, NumPy

Oct 2024 – Present

- Implemented a Generative Pretrained Transformer from scratch using a 65 character token vocabulary, enhancing understanding of tokenization and sequence generation.
- Implemented data preprocessing techniques, including character encoding and batching, to effectively prepare data for model training.
- Evaluated model performance by analyzing generated outputs and loss metrics.

Embedded Software | C, ATmega32, Atmel-ICE

April 2024 – June 2024

- Implemented firmware for hardware components such as LCD, keypad, and speaker
- Designed and implemented an alarm clock with keypad, LCD, and speaker integration.
- Developed a 2D side-scrolling platform game using an LCD for display, a keypad for user input, and speaker for sound effects. The game featured autoscrolling, obstacles, and player controls for jumping and ducking.

Design/Analysis of RISC-V Processor | SystemVerilog

April 2024 – June 2024

- Designed and implemented a 32-bit RISC-V instruction set processor from scratch using Verilog. The processor supported a subset of the RISC-V ISA, including arithmetic, logic, and control flow instructions
- Designed and implemented the processor architecture, including the data path, ALU, control unit, and key components using Verilog
- Optimized and verified the RISC-V processor for timing, area, and power efficiency, integrating a basic pipeline to enhance instruction throughput

TECHNICAL SKILLS

Languages: C/C++, LaTeX, HTML/CSS/JavaScript, Java, Python, SystemVerilog, R

Developer Tools: Git, Docker