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
- 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

PDF Listen App | *SwiftUI, Core Data, PDFKit, AVFoundation* — Nov 2024 – Present
- Designed and implemented an iOS application using SwiftUI, enabling users to import, view, and listen to PDF content with seamless integration of PDFKit and AVFoundation for text-to-speech functionality.
- Leveraged Core Data for persistent data storage, enabling users to store and manage imported PDF documents across sessions without using the traditional AppDelegate approach, integrating directly with SwiftUI's environment.

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.

TECHNICAL SKILLS

Languages: C/C++, LaTeX, Swift, HTML/CSS/JavaScript, Java, Python, SystemVerilog, R
Developer Tools: Git, Docker