

Connor Auyong

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EDUCATION

University of California, Irvine

Irvine, CA

Bachelor of Science in Computer Science & Engineering

Sep. 2016 – Dec 2018, Jan. 2024 – Present

- Relevant Coursework: Digital Systems, Embedded Software, Network Analysis, Differential Equations, Statistics, Eng. Physics (Fluids, SHM, Waves, Optics), Microelectronics, Organization of Digital Computers

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, Multi-variable Calculus, Engineering Physics (Mechanics, Thermodynamics, E&M)

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.

Beginner/Intermediate Tennis Class Assistant

August 2022 – May 2023

Mount San Antonio College

Walnut, CA

- Assisted in conducting tennis drills, enhancing the skills for beginner/intermediate students
- Offered personalized feedback and encouragement to help players improve their technique and confidence

CERTIFICATIONS

AWS Certified Cloud Practitioner

August 2024 – August 2027

PROJECTS

Task Manager App | *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.

Embedded Software Projects | *C*

April 2024 – June 2024

- Demonstrated proficiency in microcontroller programming and hardware integration through a series of projects:
- 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 | *Verilog*

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, R

Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, Eclipse

Libraries: pandas, NumPy, Matplotlib