Connor Auyong

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Education

University of California, Irvine Irvine, CA

Bachelor of Science in Computer Science and Engineering *Expected 2026*

- Major GPA: 3.5
- Relevant Coursework: Data Structures and Algorithms, Digital Systems, Embedded Software, Network Analysis, Differential Equations, Computer Organization, Operating Systems, Database Management, Microelectronics, Design & Analysis of Algorithms, Discrete Time Signals, Intro to AI

Experience

STEM Center Tutor August 2023 – January 2024

Mount San Antonio College *Walnut, CA*

- Helped five dedicated students three times a week with the foundations of Computer Science that emphasized strong foundations and good code formatting techniques.
- Guided students through debugging strategies and project-based learning, improving problem-solving abilities.

Certifications

AWS Certified Cloud Practitioner August 2024 – August 2027

Projects

TaskIt | *JavaScript, React, Node.js, Express, MongoDB, HTML, CSS* Sep 2024 – Present

- Developed a RESTful API that facilitated smooth client-server communication, resulting in reduction in load time for dynamic content.
- Enhanced user experience by implementing React for dynamic UI rendering, improving user engagement through real-time updates 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.

Embedded Software | *C, ATMega32, Atmel-ICE* April 2024 – June 2024

- Designed and implemented firmware for embedded systems, optimizing performance and enabling real-time interactions with LCD, keypad, and speaker components.
- Designed and implemented an alarm clock with keypad, LCD, and speaker integration.
- Created an innovative 2D side-scrolling game, integrating LCD, keypad, and speaker components. The game increased user interaction through dynamic obstacles and real-time sound effects.

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, integrating directly with SwiftUI's environment.

EXTRACURRICULARS

Healthcare Cost Analysis | *Data Club at UCI* Jan 2025 - Mar 2025

- Uncovered hidden cost imbalances in HMO plans using Local Outlier Factor (LOF) and Isolation Forest anomaly detection, revealing disproportionate Rx expenses for Non-SNP members.

Technical Skills

Languages: C++, C, LaTeX, Swift, HTML/CSS/JavaScript, Java, Python, Verilog, R, MySQL, Lisp, ProLog
Developer Tools: Git, Docker
Libraries: pandas, NumPy, Matplotlib, Seaborn, Scikit-Learn