

Connor Musick

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Education

The University of Arizona, Tucson, AZ

May 2020

Bachelor of Science in Electrical and Computer Engineering

Minor: Computer Science

Major GPA: 4.0 Cumulative GPA 3.7

Related coursework: Computer Architecture, Object-Oriented Design, Microprocessor Design, Cloud Computing, Operating Systems

Experience

Software Engineering Intern

Summer 2019

ExpoTech Inc., Gilbert, AZ

- Developed software in a Unity environment, coding in C#.
- Made games in Unity that would be commercially used in a gun range.
- Helped develop IR sensors on the gun ranges that detected the bullets hitting the game targets.
- Worked 40hrs/week in a small team.

Undergraduate Lab Assistant

Spring 2018, Fall 2018

The University of Arizona / ECE Department, Tucson, AZ

- Taught and graded lab and homework submissions in ECE 175 (Programming for engineering applications).
- Tutored/mentored the students in C programming language.

Prep Cook

Nov 2015 – Aug 2016

Bryan's Black Mountain Barbecue, Scottsdale, AZ

- Worked in the kitchen with a team of prep cooks.
- Prepared the ingredients for cooking.

Courtesy Clerk

Sept 2014 – Aug 2015

Safeway

- Worked as a part of a corporate staff.
- Learned how to work with disputes from customers and develop customer service skills.

Technical Skills

C/C++, NodeJS, Verilog, C#, Python, HTML5, CSS, JavaScript, AWS, MySQL/Mongo

Projects

- ❖ Created a 5-stage pipelined MIPS processor and ran a video processing algorithm on it.
- ❖ Made a blackjack website using NodeJS and AWS where the user could sign in and play to try to make the leaderboard.
- ❖ Made ~10 mini games in Unity with C# coding.
- ❖ Led a team of engineering students to create an anti-theft device on an Arduino MEGA2560 with C

Senior Design Project: Personalized Lab Notifications

Worked in an agile development methodology to create an application that shall read log files from Ventana Roche machines and sent important information to the cloud then to subscribed lab-technicians. Was built in React-native and NodeJS.