

Conner Hufnagel

Software Developer

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Skills

- **Languages:** JavaScript, C#, Python, C++, Java, Typescript, HTML, CSS.
- **Technologies:** React, Angular, Bootstrap, Next.js, Node.js, Docker, React Native, Express, Django.
- **Databases:** MongoDB, SQL, SQLite, DynamoDB.
- **Cloud Technologies:** AWS Serverless Lambda Functions, EC2, S3.
- **Specialized Software:** Visual Studio Code, Git, Github, Unity, Visual Studio (2018-2020).

Education

- Bachelor of Science – Computer Science – Southern New Hampshire University – GPA: 3.9
 - Relevant Coursework: Linear Algebra, Data Structures and Algorithms, Full Stack Development Capstone, Mobile Architecture & Programming, Software Development Lifecycle, Software Security, Software Testing & Automation, Client/Server Development, Systems Analysis and Design.
- Front-end Developer Certification (Meta): October, 2023
- Full-Stack Development Certification (IBM): January, 2024

Project Experience

Pokedex Application - <https://conner-huf.github.io/pokedex/>

January, 2024

Using: React.js, Node.js, HTML, CSS, PokeAPI, Axios

- Utilized the PokeAPI database to fetch up-to-date information about the Pokemon game series.
- Created a responsive UI capable of displaying and sorting this information based on user input.
- Optimized API calls to improve application performance and minimize loading times and API calls.

Asteroids Unity Project - <https://itzlumpz.itch.io/asteroids>

January, 2024

Using: C#, Unity

- Implemented custom physics interactions between character and environment entities.
- Created UI element interaction with scripts and scriptable object using the Unity engine.
- Deployed the product using CI practices with live users during development to continuously provide product and updates.

Restaurant Demo Site - <https://conner-huf.github.io/restaurant-site/>

November, 2023

Using: React, Node.js, Figma, Bootstrap, Javascript, HTML, CSS

- Created a design for showcasing a restaurant's featured dishes based on user stories research using Figma.
- Applied this design plan using React to create a dynamic and aesthetic user interface for the site.
- Implemented a reservation system to allow users to book a table with the restaurant using their email.

Full-Stack Spotify Clone - <https://spotify-clone-sable-three.vercel.app/>

September, 2023

Using: React, Next.js, Supabase, APIs, Javascript, HTML, TailwindCSS

- Designed a layout based on the Spotify music streaming platform using Tailwind CSS.
- Created a database infrastructure using Supabase to allow users to perform CRUD operations on their collection of songs at the back end relational database.
- Implemented login modals, favoriting, song uploading, and music player functionality for consistency with industry trends.

Additional projects available at <https://github.com/conner-huf> or by request.