CONNER ARMOUR

449 Dover Street North, Cambridge, ON N3H 1L1 | 226-808-0170 | connerarmour@gmail.com

Professional Summary

Customer centric, innovative, and solution-oriented mindset. Ability to learn new tasks quickly, adapt to changing situations and develop and maintain meaningful partnerships. Confidently represent business with an engaged and professional demeanor. I am looking for a challenging opportunity where I can gain valuable experience and make a positive impact on the business.

Skills

- Languages: C, Java, Python, JavaScript, SQL, Flutter, Ruby. HTML, CSS, Node.JS
- Operating systems: Windows, Linux
- Bots for automated website interaction
- Problem solving
- Critical thinking

- Ideation
- Team building
- Customer orientation
- Active learning and listening
- Persuasion

Education

University of Guelph: Bachelor of Computing 2019-2023: 1st year through 4th year achieved Dean's List. Graduating with Distinction.

Preston High School: Cambridge, Ontario   2019

Work History

Merchandiser   05/2021 to 08/2022

PepsiCo – Kitchener, ON
- Responsible for product merchandising within large volume stores. Built customer relationships at store level.

Cashier   06/2019 to 08/2019

The Beer Store – Cambridge, ON
- Consistently provided exceptional customer service and support to management.
- Proactively identified and resolved issues with customer complaints and equipment.

Concessions Cashier   05/2018 to 06/2019

Landmark Cinemas – Cambridge, Canada
- Processed and balanced financial transactions accurately within operating procedures.
- Helped build a positive, diverse, and fun work environment by promoting team effectiveness.

Sales Assistant   06/2017 to 09/2017

Galt Chrysler Dodge Jeep RAM – Cambridge, ON
- Coordinated activities to support sales team productivity and customer relationship management accountabilities.

Projects

- **Battle Boat**
  - An update to an existing JavaScript and CSS version of the popular board game Battleship where a player would face off against an AI. The updated version of the game included various improvements and additional features. New functionality included account sign-up and login with Firebase backend that held user information and player performance statistics, allowing for ship rearranging after placement before the game starts, and a new headquarters game mode (a 1x1 square is randomly placed on the gird and causes instant loss if hit).
- **Nine Men's Morris**
  - A version of the board game of the same name written in Ruby. Matchmaking would be completed with a player creating a room and giving the joining player the room code. Once both players successfully join the lobby, either player can start the game. During the game, each player can see the board and the board updates live for both players as they continue to make moves.
- **Additional projects available upon request.**