CONNER S. BEAN

Software Engineer

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EXPERIENCE

Software Development Engineer
Jan 2019 – Present

Amazon Web Services – API Gateway
Seattle, WA

- Currently developing distributed solutions on the Serverless API Gateway Routing & Integration team, implementing new features and improving customer experience.
- Designed and created an automatic service scaling system, improving availability and reducing monthly overhead by over $10k monthly.
- Worked to reduce developer operational burden & time by migrating over 10M live API's to a new certificate issuer, one that does not require manual renewals.
- Developed a resource reuse system for consolidating service architecture components, saving over $3k monthly.

Software Development Intern
May 2018 – August 2018

Amazon Web Services – API Gateway
Seattle, WA

- Implemented a new AWS integration to give customers more capabilities and reduce configuration time by up to 95%.

Teaching Assistant
January 2018 – June 2018

Michigan State University – College of Engineering
East Lansing, MI

- Assisted & taught students course material pertaining to CSE 331: Data Structures & Algorithms.

Software Development Intern
May 2017 – February 2018

Union Pacific Railroad – PS Technology
Okemos, MI

- Developed a new UI for simulation software, reducing latency by 60% and improving scalability.
- Created a tool for parsing and transforming customer data into simulation software trains.

EDUCATION

B.S. Computer Science
Jan 2015 – Dec 2018

Michigan State University – College of Engineering

PROJECTS

Restaurant Randomizer	LOLCode Compiler	SQLite3 Python	Minion Invasion
Web app created in JS for determining a random local restaurant to dine at.	Compiler for LOLCode, a learn-code language, implemented in Python.	A full-fledged DBMS, mimicking SQLite3, created solely in Python.	A 2D PC game created in C++, where users play as Gru from "Despicable Me" and avoid minions.

SKILLS

Languages: Proficient in **Java, Python, C#, C++, SQL**; Familiar with **Go, Ruby, JavaScript, HTML, CSS, C**
Technologies: AWS, Linux, Unity3D, Bash, AngularJS, Bootstrap, Git, SVN, Spring
Other: Agile Methodologies, Communication, Estimations, Collaboration, Time Management