Conner S. Bean

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EXPERIENCE

Amazon | Seattle, WA — Summer 2018

Software Development Engineering Intern | *AWS API Gateway Team*

- Improved scalability for the creation and management process of over **14 million** APIs daily
- Designed and implemented a full-stack integration of AWS Services into API Gateway, reducing customer time spent creating service-specific APIs by **95%**
- Created design pattern for future AWS Service integrations into API Gateway, increasing potential opportunity for customers and reducing developer time by **1 week** per service on average

Michigan State University | East Lansing, MI — Jan 2018 – Current

Teaching Assistant | *College of Engineering*

- Designed, developed, and reviewed programming projects for students enrolled in *CSE 331: Data Structures & Algorithms*

Union Pacific Railroad | Okemos, MI — April 2017 – Dec 2017

Software Engineer Intern | *PS Technology Simulation Team*

- Developed a GUI for simulation software using Unity3D and C# to decrease response time for users by up to **33%**
- Created an information logger to record hyper-realistic physics data from simulated recreations of real-world train derailments

Michigan State University | East Lansing, MI — Jan 2015 – May 2017

Computer Science & Mathematics Tutor

- Taught calculus and proof-based mathematics to fellow students and helped to create efficient C++ and Python course projects for CSE 232/231 respectively

PROJECTS

SQLite(me)

Created a database management system entirely in python with functionality and syntax based off SQLite3. Utilizes Transaction relations, JSON file storing, and exception handling to protect ACID principles

Min-vasion

Created a click-and-drag graphic game written and unit tested in C++ that spawns randomized generations of creatures and uses real-time update functions to have each minion drawn to the user's cursor

Train File Generator

Developed a script in C# to parse through customer supplied information lists in order to generate simulation train files, automating **25+** hours of work to date

Super Mar-IO

Created a script written primarily in Lua and C# that utilizes neural nets and genetic algorithms to learn through continuous generations how to beat Super Mario with the setting Continuous Play turned on

EDUCATION

Michigan State University, *East Lansing, MI* — Expected Graduation: December 2018

B.S., Computer Science & Engineering, Minor: Mathematics — Major GPA: **3.50/4.00**, GPA: **3.30/4.00**

SKILLS

Programming Languages: Proficient in Python, C++, C#, C, SQL; Familiar with Java, JavaScript, HTML & CSS
Technologies/Platforms: Unix/Linux, Unity3D, React, AngularJS, Bootstrap, AWS, Git, SVN, Spring