

Conner S. Bean



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connerbean



connerbean.me

Education

Michigan State University, East Lansing, MI

B.S., Computer Science & Engineering, Minor: Mathematics

Expected Graduation: December 2018

Major GPA: 3.5/4.0, GPA: 3.3/4.0

Experience

Amazon.com | Seattle, WA

Summer 2018

Software Development Engineering Intern | AWS API Gateway Team

- Supporting the creation and management process of APIs through AWS for over 14 million APIs daily
- Further description pending completion of internship

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 – Jan 2018

Software Development Intern | PS Technology Simulation Team

- Developed a new GUI for simulation software using Unity and C# to decrease response time by up to 33%
- Created an information logger to record 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 mathematics to fellow students and helped create efficient C++ and Python course projects for CSE 231/232 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

MHacks 2017 – University of Michigan

- 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

Ship-it Day Hackathon 2017 – Union Pacific

- 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

SpartaHack 2017 – Michigan State University

- Developed 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 on

Skills

Programming Languages: Proficient in C++, C#, Python, C, SQL; familiar with Java, JavaScript, HTML, CSS

Technologies/Platforms: Unix/Linux, Unity, React, Bootstrap, Amazon Web Services, Git, SVN