

# CONNER S. BEAN

Software Engineer

email: conner.bean@icloud.com

telephone: +1 (248) 798-5347

GitHub: ConnerBean

https://connerbean.me

## 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

Web app created in JS for determining a random local restaurant to dine at.

#### LOLCode Compiler

Compiler for LOLCode, a learn-code language, implemented in Python.

#### SQLite3 Python

A full-fledged DBMS, mimicking SQLite3, created solely in Python.

#### Minion Invasion

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**