

# CONNER S. BEAN

Software Engineer

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<https://connerbean.me>

## EXPERIENCE

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### 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.
- Worked to reduce developer operational burden & time by migrating 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, helping to reduce infrastructure costs.

### 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

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### B.S. Computer Science

Jan 2015 – Dec 2018

[Michigan State University – College of Engineering](#)

## PROJECTS

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#### 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

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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**