

Connor Schaum

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EDUCATION

Georgia Tech

Master of Science in Computer Science: Computing Systems

Atlanta, GA

Jan. 2025 – May 2027

- Cumulative GPA: 3.80/4.00

Virginia Tech

Bachelor of Science in Information Technology: Cybersecurity, Minor in Computer Science August 2020 – May 2024

Blacksburg, VA

- Cumulative GPA: 3.93/4.00 *Summa Cum Laude*
- Relevant Coursework: Data Structures and Algorithms, Computer Organization, Operating Systems, Object-Oriented Programming, Cloud Based Software Development, Mobile Software Development, Malware and Network Analysis, Penetration Testing

TECHNICAL SKILLS

Languages: C, C#, C++, Java, JavaScript, Swift, Python, SQL, HTML/CSS, R

Frameworks & Tools: Spring Boot, React.js, Node.js, .NET, Git, JUnit

Cloud & Systems: AWS, GCP, OpenMP, CUDA

EXPERIENCE

Serve Strong Foundation

Student Software Developer

Aug. 2023 – Jan. 2024

Remote / Cumberland, TN

- Built full-stack Java web app with Spring Boot and AWS cloud services, serving as primary hub for 100+ users.
- Implemented core features including event-listing and a resource portal, strengthening community outreach for first responders.
- Collaborated with stakeholders to gather requirements, iterate on UI/UX, and ensure alignment with organizational goals.

American Pool

Pool Manager

May 2020 – Aug. 2023

Tarrytown, NY

- Managed daily pool operations, supervised patron safety, and coordinated chemical and equipment supply logistics.

PROJECTS

Peer-to-Peer Messaging | C, Python, TCP Networking, Multithreading

- Developed a decentralized CLI-based peer-to-peer chat system with multithreaded TCP networking for concurrent clients and connections.
- Implemented automatic peer discovery using TTL-based message propagation and persistent mesh topology.
- Implementing X3DH and Double Ratchet protocols for forward-secure, end-to-end encrypted messaging.

Expense Tracking Application | Swift, iOS, Plaid API, ML

- Built a secure native iOS app that aggregates and tracks user spending across financial institutions via the Plaid API.
- Integrated Apple's Vision ML to implement automated receipt scanning, parsing, and category classification.

Fishing Indie Game | Unity, C#

- Developed a Unity-based fishing game featuring casting, reeling, and multi-level progression.
- Implemented save/load, upgrade, and customization systems as well as behavior-driven AI for fish and environment.