

Connor McAuliffe

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Objective: Looking for a cooperative education position in the design and development of software and computer systems.

Availability: January - August 2019

EDUCATION

Rochester Institute of Technology,
Bachelor of Science in Computer Science

Rochester, New York
Expected: December 2019

- Relevant Courses: Intro to Software Engineering, Mechanics of Programming, Concepts of Parallel and Distributed Systems, Interactive Media Development, Analysis of Algorithms
- GPA: 3.68

SKILLS

- Languages: Java, C, C++, Python, C#, HTML/CSS, Javascript, MIPS Assembly
- Tools: Git, AWS, Docker, Android, SQL, Visual Studio, Unity

EXPERIENCE

Intuit, Mountain View, California – Software Engineer Co-op

May 2018 – Present

Developed and enhanced tools at production scale which provide customized entities for use during integration testing. Added numerous features to testing framework used companywide and contributed to opensource project which it is built on top of. Worked with technologies including AWS, Docker, Kubernetes, and Jenkins to automate the deployment process and run our service.

RIT, Rochester, New York – Supplemental Lab Instructor

August 2016 – May 2018

Worked alongside professors teaching introductory computer science courses where students learn Python, Java, and get a look at in-depth algorithms and logic. Graded and debugged students labs and projects as well as mentored students in the computer science tutor center.

PROJECTS

Q'dUp – Developer

April 2017 – Present

Designed and developed an Android application utilizing the Spotify API to allow multiple users to add to a play queue. Built a simple client server model to pass messages to and from the host phone. Established and implemented the messaging protocol as well as designed the entire front end user interface. Migrating back end messaging to be hosted by AWS.

HealthNet – Lead Developer

January 2017 – May 2017

Developed and managed a web-based healthcare program using Python and Django for a hypothetical hospital network. Designed the project structures using design patterns and modeled objects and interactions using UML diagrams. Lead the team towards achieving product deadlines while maintaining product quality for releases.

HOBBIES/INTERESTS

Rock Climbing • Improv/Comedy • Piano • Electronic Music • Indie Movies • Video/Board Games