Connor Cole

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Education

Georgia Institute of Technology, Atlanta, GA *August 2018- May 2022*

- Candidate for Bachelor of Science in Computer Science, threads of Info/Networks & Media
- GPA 3.59/4.0 (Major GPA 3.92/4.0)

Experience

Python Development & Data Analytics Internship at Nolan Transportation Group *January 2020 – June 2021*

- Started and led initial development of now $10,000,000 revenue/ $1.5M+ profit autonomous pricing/ bidding system for freight
  - Python used for data scraping and bid submissions as well as autonomous pricing
  - SQL used for database management and data quality control
  - Slack channels of 50+ brokers used for communication of specific customer preferences
  - Success led to increased company interest; new employees brought on to continue development
- Developed algorithms for API for real-time autonomous pricing for loads
- Analyzed metrics on loads won in Tableau to optimize pricing algorithms performance
- Full time: 8 months, part time: 8 months

Projects

COVID X-Ray Convoluted Neural Network (Python) *September 2020 – December 2020*

- Team leader in project to develop unsupervised, supervised models to classify x-rays as COVID positive
- Achieved highest accuracy rate of 82% in supervised CNN model

JavaFX Farming Game (Java) *August 2020 – December 2020*

- Selected as one of top projects in class, ranked 5th out of ~100 in semester long competition
- Led code organization/ architecture for team to develop JavaFX farming game using UP principles

ImagineED EdTech Web Platform (JavaScript) *January 2021 – Present*

- Developed web-based platform in junior design group for schools to explore different educational technologies
- Specifically worked on product recommendation algorithms on backend side

Red Black Purple Card Game (Swift) *July 2021 – Present*

- Developed IOS card game using MVVM architecture
- Learned best practices in free time from Stanford's online course

GBA Football Game (C) *October 2020 – November 2020*

- Developed Game Boy Advanced game in C
- Game included collision detection systems, memory management techniques

Minesweeper Bomb Location Algorithm (Python) *April 2021- May 2021*

- Created divide and conquer based algorithm for locating bombs in Minesweeper

Android Trivia Application (Kotlin) *March 2021 – May 2021*

- Developed trivia application in team of two using Kotlin, included database/ animations
- Worked on front and back ends of project

COVID Appointment Bots (Python) *March 2020 – September 2020*

- Created bots to secure 50+ rapid COVID tests for at risk individuals in my community
- Occurred when testing was scarce, resulted in multiple positive cases being identified that would not have secured a test without bots

Leadership

Leadership Development Committee/ Chair for Student Government *August 2019 – May 2020*

- Planned and organized events to aid in discussion of leadership roles/ involvement in campus organizations
- Presented on multiple topics to Student Government, including inclusive leadership and diversity in campus clubs

Skills and Interests

Programming:	Python, SQL, Java, C, JavaScript, HTML, CSS, Excel, Swift, Kotlin, SQL
Instrumentation:	Microsoft SQL Server, MySQL, Pandas, NumPy, Java, JavaFX, UML, Tableau, Excel, Microsoft Office, basic Photoshop, Wordpress, React, JQuery, XCode, SwiftUI, Android Studio, Jupyter Notebooks, Node, React, Selenium, Node.JS, HTML, CSS, Git, Excel
Topics studied:	Data structures and algorithms, statistics, machine learning, app development, Industrial Engineering topics, Markov Chains, linear algebra, discrete math, software development processes, database systems, mobile app development, web app development
Hobbies:	Member of Pi Kappa Alpha fraternity (former Athletics chair, various committees), GT club tennis team, Habitat for Humanity, For the Kids (Greek Relations committee member), enjoys competitive tennis, golf, wakesurfing and fitness