

Connor Hills

908-549-3347 | connor_hills@students.ocean.edu | [linkedin.com/in/connor-hills2025](https://www.linkedin.com/in/connor-hills2025) | github.com/connorhills

EDUCATION

Ocean County College

Associate's in computer science

Relevant Coursework: Introduction to Artificial Intelligence, Database Management, Computer Organization, Data Structures Analysis

GPA 4.0

Toms River, NJ

Aug. 2024 – Present

Arcadia University

Bachelor of Arts in Computer Science

Relevant Coursework: Problem Solving with Algorithms I, Problem Solving with Algorithms II, Introduction to Practical Security Assessment, Introduction to Web Development

GPA 3.83

Glenside, PA

Aug. 2023 – May 2024

PROJECTS

AI Resume ATS | *React, Next.js, TypeScript, Tailwind CSS*

July 2025 – Present

- Built a full-stack ATS resume analyzer that provides detailed feedback on resume quality and ATS compatibility
- Implemented PDF parsing and analysis using AI models to identify keyword matches, formatting issues, and content gaps
- Designed an interactive, responsive UI with visual scoring metrics and personalized improvement suggestions

React Portfolio | *React, Node.js, Tailwind CSS, EmailJS*

June 2025 – Present

- Developed a dynamic portfolio with modular component architecture showcasing an infinite amount of projects and skills
- Implemented responsive UI with Tailwind CSS grid system for optimal viewing across all device resolutions
- Added interactive features including theme switching, filtered skills view, and smooth animations

MERN Income Expense Tracker | *React, Express.js, Node.js, MongoDB*

June 2025 – August 2025

- Built a full-stack expense tracker with authentication, persistent sessions, and secure JWT tokens
- Designed responsive UI in React with dynamic charts using Recharts, styled with Tailwind CSS
- Developed RESTful API with Express/MongoDB, deployed to Render with Git-based CI/CD

Last Stand: Unity3D Game | *C#, Unity3D, .NET, Blender*

September 2024 – June 2025

- Engineered a 3D zombie shooter with procedural wave generation and optimized rendering
- Developed modular weapon system with inheritance-based architecture for 18 unique weapons
- Implemented custom pathfinding algorithms for enemy AI with dynamic difficulty scaling

COURSE-BASED WORK

Static Website Redesign

Arcadia University

April 2024 – May 2024

- Recreated the desktop version of canterhillfarm.org using HTML and CSS
- Designed clean page structure with consistent layout using CSS positioning and visual hierarchy
- Applied accessibility best practices, alt text, proper labels, and clear heading hierarchy
- Completed solo as a final project to demonstrate understanding of static site structure and design principles

TECHNICAL SKILLS

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

Frameworks: React.js, Next.js, Node.js, Express, .NET, API Development (RESTful)

Libraries: React Router, Axios, Tailwind CSS, Mongoose, EmailJS, Recharts, pandas, NumPy, Matplotlib, JWT Auth

Databases: MongoDB, PostgreSQL/mysql

Developer Tools: Git, GitHub, Unity, Vercel/Render, Postman