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▤ connorjsmith.github.io

# Connor J. Smith

## Education

**Computer Engineering, University of Toronto** *Sept. 2013*

- Expecting May 2017 graduation date with a Bachelor of Applied Science (BASc).
- Admitted Top 250 in 2013 with a President's Scholars of Excellence Award.
- Passion for Computer Fundamentals (APS105, 96% Final) and Electrical Fundamentals (ECE110, 89% Final)
- 3.9cGPA/87% Average.

**Dunbarton High School**, Pickering, ON *2009 - 2013*

- Achieved 97% overall standing with 99% in Computer Engineering and Advanced Functions and 97% in Calculus and Vectors.

## Technical Skills

**Proficient Coding Languages**

- Assembly Language
- HTML/CSS with Bootstrap3
- C/C++
- JavaScript
- Python
- Ruby

**Other Skills**

- Microsoft Office
- Project Management
- Lifeguard, First Aid, CPR-C

## Experiences

**Director of Mentorship, University of Toronto** *Mar. 2014 - Present*

- Planned, prepared and executed mentorship events for the 200 members of the General Engineering class of 2018
- Managed, selected and trained a team of over 50 mentors within a team of three other directors.

**Hi-SKULE Mentor & Volunteer, University of Toronto** *Jan. 2014 - Present*

- Worked with the Hi-Skule Committee to engage and educate high school students about the study and profession of engineering.
- Helped to organize a design competition in which over 150 Toronto-area students participated.
- Personally counselled and provided insight to three high school students over email.

**Yale Hackathon** *Nov. 2013*

- Worked in a team of five to program a working Android OS application in Java.
- Achieved the "Best Use of the iGloLED Set API".

**Badminton Team, Coach and Organizer** *Nov. 2012 - Mar. 2013*

- Initiated and managed a high school badminton team.
- Actively mentored and coached players in badminton, time management and miscellaneous school skills.
- Achieved a team which was ready to compete in the Lake Ontario Secondary School Athletics badminton tournament.

**Team Leader, B.O.E. Bot ECE Project** *Dec. 2012*

- Lead a team of four computer engineering students to build an autonomous robot which could navigate using a variety of sensors read by a Basic Stamp chip and the PBasic language.
- Created detailed time management outlines and PERT charts.
- Developed a functioning robot that could interpret light, distance and haptic feedback to successfully navigate a maze.

References available upon request