Website
connorjsmith.me
Github
github.com/connorjsmith
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Connor J. Smith

BASc. Candidate, Computer Engineering
University of Toronto, Expected May 2018

Education

BASc., Computer Engineering
University of Toronto
cGPA: 3.87/4.0
Expected May 2018
Graduation date includes Co-Op year

Pursing a BASc. with a focus on distributed systems, networks and operating systems.

Awarded for consistently demonstrating both outstanding academic performance and community involvement.

Ranked within the top 10% of students in my year based on academic achievement.

Experience

Yelp, Inc.
Software Engineering Intern
September 2016 – Present

Working as a full-stack engineer under the growth team to drive mobile app downloads through data science and iterative user experience experiments.

Part of a cross disciplinary team of iOS, Android and data science engineers.

Microsoft
Software Engineering Intern
May 2016 – August 2016

Processed and analyzed telemetry data to provide key insights into Windows 10 adoption within the enterprise segment.

Decrease the time to produce overall customer health reports by 90%, allowing executives to better allocate resources and unblock large Windows deployments.

Implemented tooling to automatically detect broken jobs within the telemetry platform and improve the relevancy of data trends.

Top Hat, Inc.
Software Engineering Intern
May 2015 – September 2015
tophat.com

Designed and implemented the textbook content platform used by nearly 300,000 students and professors worldwide.

Lead development initiative responsible for integrating and liasing with a third-party WYSIWYG LaTeX and MathML editor.

Platform was implemented using Backbone.js and various Javascript libraries on the front end and Python (Django) on the back end.

Director of Mentorship
General First Year Engineering
March 2014 – March 2015

Operated an organization of over 50 upper year mentors designed to help integrate 200 first year engineering students into university life.

Coordinated and trained all mentors, allowing for various social events throughout the year.

Projects

Tiling Window Manager
connorjsmith.me/wtwm
August 2016 – Present

Designed and implemented a configurable, keyboard-centric tiling window manager for the Windows 10 platform.

Code is documented and freely available on Github with complete unit test coverage.

Distributed Processing System
University of Toronto
February 2016 – April 2016

Created a general distributed processing system which accepts partitionable jobs and efficiently assigns them to worker processes

Implemented fault tolerance and efficient load-balancing algorithms using the Apache ZooKeeper framework.

Hackathons

YHack(2013), Hack The North (2014), UofT Hacks (2015, 2016)

Skills & Tools

Programming Languages

Python, C++, C, Javascript, HTML5/CSS3, Java, Verilog, Assembler, MATLAB

Development Tools

Django, Git, Quartus II FPGA Suite, Linux/bash, Vim

Relevant Courses

Computer Security, Operating Systems, Computer Networks, Distributed Systems, Algorithms & Data Structures, Computer Organization