Website
connorjsmith.me

Github
github.com/connorjsmith

Email
connor.smith@mail.utoronto.ca

Connor J. Smith

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

Education

BASc., Computer Engineering
University of Toronto
cGPA: 3.89/4.0
Expected May 2018
Completed 3 of 4 years

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

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

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

Experience

Software Engineering Co-Op
Top Hat, Inc.
tophat.com
May 2015 – September 2015

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

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 team-building events throughout the year.

Projects

Mapping and Routing System
University of Toronto
January 2015 – April 2015

Developed and documented a full, graphical Google Maps-like application using C++ and OpenStreetMap data within a team of three engineering students.

Implemented and modified the Dijkstra, A-star and genetic algorithms to achieve solutions within 5% of the optimal solution to the classical travelling salesman problem.

Real Time Assembly Interpreter
University of Toronto
March 2015

Engineered a working assembly language interpreter using Verilog HDL and the NIOS II assembly language on the Altera DE2 FPGA platform.

Modified processor hardware source code to implement custom instructions to improve the speed and maintainability of the project.

Stock Analysis Algorithm
UTEK Engineering Competition
January 2015

Designed and implemented an algorithm in Python within a team of 4 engineers to optimize profits as a part of an open-ended competition.

Algorithm used a combination of linear algebra, calculus and heuristic optimizations to deliver an efficient and accurate solution.

Various Hackathons
Code available on Github

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

Skills & Tools

Programming Languages — Python, C++, C, Javascript, HTML5/CSS3, Verilog, Assembler, MATLAB

Development Tools — Django, Git, Quartus II FPGA Suite, Linux/bash, Vim, NI Multisim

Relevant Courses — Operating Systems, Computer Networks, Algorithms & Data Structures, Computer Organization, Digital Systems