

# Connor J. Smith

## Education & Awards

---

### Electrical & Computer Engineering, University of Toronto

Sep. 2013

- May 2017 expected graduation date with a Bachelors Degree of Applied Science (BASc).
- Admitted Top 250 in 2013 with a President's Scholars of Excellence Award.
- 3.9cGPA/87% Average. Top 10% in the class of 2017 with admission to the Engineering Dean's List.
- Strong interest in CPU/GPU design, firmware and digital systems.

### Dunbarton High School, Pickering, ON

2009 - 2013

- Achieved various class awards and a 97% overall standing. Special focus on Computer Engineering and Calculus.

### Essay Contest Winner, Ontario Center for Engineering & Public Policy

Mar. 2014

- Awarded to the best essay focused on public policy recommendations following the Elliot Lake Mall collapse.

## Relevant Skills

---

**Project experience with** Python, Django, JavaScript, HTML/CSS, Verilog, FPGAs and Digital Logic

**Class experience with** C/C++, Assembly Language (FASM), Ruby and Oscilloscopes

**Other skills include** Oral communication, technical writing, project management, basic bash in Linux, Windows Powershell

## Work Experience & Projects

---

### Director of Mentorship, University of Toronto

Mar. 2014 - Present

- Managed and trained a team of over 50 mentors within a team of three other directors.
- Planned and executed small and large-scale mentorship events for the 200 members of the TrackOne class of 2018.
- Events were focused on student morale, leadership and the transition from high school to university.

### ECE241 - Digital Logic Project, University of Toronto

Nov. 2014

- Implemented a fully functional pinball game on a DE2 FPGA as a self-initiated capstone project.
- Technologies used included Altera's Quartus II project, M4K memory and Verilog HDL.

### Jr. DEEP Instructor, University of Toronto

Apr. 2014 - Sep. 2014

- Developed and taught a creative week-long introductory Python class to four classes of 5<sup>th</sup> and 6<sup>th</sup> grade students.
- Topics ranged from fundamental programming concepts to game-logic and animations within a Linux environment.

### Hi-SKULE Mentor & Volunteer, University of Toronto

Jan. 2014 - Present

- Engaged and educated high school students about the study and profession of engineering.
- Organized a design competition in which over 150 Toronto-area students participated.
- Personally counselled and provided insight to three high school students over email.

### Coach and Organizer, Dunbarton High School Badminton Team

Nov. 2012 - Mar. 2013

- Initiated and managed a high school badminton team of 16 people.
- Achieved a team which was ready to compete in a Lower Ontario badminton tournament through weekly practices.

### Various Hackathons and Competitions

- Y-Hacks 2013: Collaborated on an Android app to interface with and intelligently sync the iGloLED API with music.
- HackTheNorth 2014: Created a real-time website to compare Twitter sentiment and stock values with natural language processing and the Bloomberg API.

### Various Independent Programming Projects

- Includes various arcade game clones and command-line utilities written in Python and available on GitHub.
- Verilog and HDL languages used to implement basic hardware and FPGA projects with a focus on efficiency.
- Projects were largely self-motivated and used to learn about various programming concepts and packages.