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: 3.88/4.0
Expected May 2018

Primary coursework includes operating systems, distributed systems and networks.

Recognized for both outstanding academic achievement and consistent leadership and community involvement at the university.

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

Experience

Microsoft
Software Engineering Intern
Redmond, Washington
May 2017 – July 2017

Prototyped location-based mixed reality experiences using C# and Unity for both Hololens and OEM partner devices as part of the Windows Maps app team.

Contributed to all parts of the prototyping lifecycle, ranging from idea brainstorming to user research along with both low and high-fidelity prototypes.

Amazon
Software Engineering Intern
Toronto, Canada
January 2017 – April 2017

Worked on the Pick Platform team to create a new distributed messaging and notification system around shipping updates.

New architecture used SNS and SQS queues to drive analytics, warehouse UIs and better gear the system for future shipping and inventory management optimizations.

Yelp, Inc.
Software Engineering Intern
San Francisco, California
September 2016 – December 2016

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

Implemented a completely redesigned mobile homepage which doubled the overall app conversion rate on mobile devices.

Followed data-driven leads during a company hackathon to experiment with search flow across the mobile web and iOS platforms to improve result relevancy and click-through rates.

Microsoft
Software Engineering Intern
Redmond, Washington
May 2016 – August 2016

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

Decreased 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 and improve the relevance of data.

Top Hat, Inc.
Software Engineering Intern
Toronto, Canada
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.

Projects

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

Designed and implemented a configurable, keyboard-centric tiling window manager using C++ 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.

Skills & Tools

Programming Languages & Tools

Python, C++, C, Javascript, HTML5/CSS3, Java, C#, Verilog, Assembler, bash, git

Relevant Courses

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