

Website

connorjsmith.me

Github

github.com/connorjsmith

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Connor J. Smith

BASc. Computer Engineering

University of Toronto, Graduated May 2018

BASc., Computer Engineering

University of Toronto

cGPA: 3.91/4.0

Graduated May 2018

Microsoft

Software Engineering Intern

Redmond, Washington

May 2017 – July 2017

Amazon

Software Engineering Intern

Toronto, Canada

January 2017 – April 2017

Yelp, Inc.

Software Engineering Intern

San Francisco, California

September 2016 – December 2016

Microsoft

Software Engineering Intern

Redmond, Washington

May 2016 – August 2016

Top Hat, Inc.

Software Engineering Intern

Toronto, Canada

May 2015 – September 2015

Tiling Window Manager

connorjsmith.me/wtwm

August 2016 – Present

Distributed Processing System

University of Toronto

February 2016 – April 2016

Education

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 5% of students in class based on academic achievement.

Experience

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.

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

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

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.

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.

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

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.

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

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

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

Programming Languages & Tools

Relevant Courses