CONNOR F. LUCIER

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SUMMARY

Driven, growth-oriented software engineer and team player with a passion for system architecture, conceptualization and optimization. Tenacious problem solver and precise communicator seeking a value-added position on an ambitious development team. Lifelong learner eager to share ideas, insights and experiences with others.

SKILLS

Frameworks
- ASP.NET | REST | React.js | Node.js | GraphQL

Languages
- C# | Javascript | Python | C/C++ | Java | HTML | CSS | Lua | Bash

Other
- AWS | SQL | MongoDB | Redis | Docker | CI/CD | Source Control | Unit Testing | Agile

EXPERIENCE

Centerfield Media   July 2019 − Present | Summer 2018
Full-Stack Software Engineer | Engineering Intern
- Design, implement and deploy RESTful APIs using .NET Core, Docker and Amazon ECS to integrate with various provider systems, increasing unassisted sales revenue by 40% YoY
- Support email, chat and SMS remarketing initiatives by utilizing real-time event streaming and automated chat services through Iterable and Twilio to boost online conversion rates by 0.2% annually
- Assist frontend optimization and refinement efforts across suite of ecommerce sites using React.js
- Implemented new predictive, data-driven scoring model for incoming sales calls, producing a 2% lift in overall conversion rate across all sales centers
- Overhauled internal experimentation system to further drive optimization efforts across all ad campaigns
- Spearheaded development of California Consumer Privacy Act (CCPA) compliance system, processing over 10,000 data privacy requests annually
- Built .NET Framework service to automatically refresh expired Facebook and Bing Advertiser API tokens
- Created new tools and functionality for sales center management using React.js and .NET Framework
- Launched brand-new automation scripts for QA team to boost regression testing efficiency by up to 500% across multiple systems and web properties

Stanson Health   Summer 2017
Software Engineering Intern
- Migrated data ingestion pipeline from Java to Python to improve system flexibility, resilience and performance
- Decoupled previously monolithic application into independent microservices, utilizing Spotify's Luigi library to handle task scheduling, monitoring and error handling

Beautycounter   Summer 2016 | Summer 2015
Web Development Intern
- Led QA effort for complete rebuild of business management portal, optimizing system performance and user experience for over 30,000 consultants
- Oversaw implementation and led QA of new lead management system to improve consultant networking
- Developed new internal reporting tools using .NET Framework and Angular JS
- Bridged gap between engineering and customer support teams to diagnose and resolve system issues

PROJECTS

Keyboard Hero   2018 − Present
- Gamify the piano learning process using virtually any piano keyboard
- Parse industry-standard MIDI files to create song tracks and notes
- Allow player to play songs at a slower tempo using included practice mode
- Track score, accuracy and note streak while performing songs

Game Development, Freelance   2014 − Present
- Adapt industry-standard practices using Unreal Engine and Unity game engines
- Compose original, polished soundtracks and sound effects for owned titles
- Develop and ship titles across wide array of genres and platforms

EDUCATION

Santa Clara University   2015 − 2019
B.S. in Computer Science and Engineering | Minor in Music
- Machine Learning | Artificial Intelligence | Algorithms | Data Structures | Music Composition and Theory

Chadwick School   2011 − 2015
High School Diploma
- AP Computer Science | AP Music Theory | Video Game Development