Connor Savage

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GitHub: https://github.com/connorsavage

EDUCATION

Loyola Marymount University GPA – 3.65 — Los Angeles, CA
Bachelor of Science, Computer Science — May 2024

O'Dea High School GPA – 4.41 — Seattle, WA
High School Diploma — *May 2020*

PROFESSIONAL EXPERIENCE

Software Engineering Intern – **LA Department of Transportation**, Los Angeles, CA — Summer 2022
Python & Java Tutor – **Loyola Marymount University**, Los Angeles, CA — Spring 2022
Restaurant Worker – **Ivar's Salmon House**, Seattle, WA — Summer 2021
Snowboard Instructor/Lift operations – **The Summit**, Snoqualmie Pass, WA — Winter *2020-2021*
Cashier/Customer Service - **Metropolitan Market**, Seattle, WA — Summer *2019*

SKILLS

Technical: Java, JavaScript, Python, C, C#, Swift, HTML, CSS/Bootstrap, Adobe Creative Suite, & Microsoft Office
Social Media: Instagram, Facebook, Twitter, YouTube

RELEVANT PROJECTS

Geographical Information Systems: Updated & refactored code while logging, fixing, and testing bugs for LA City Department of Transportation's **GIS** web application TEAMs using **Azure DevOps** and **C#**.
Interactive Web Portfolio: Interactive website developed with **HTML, CSS, Bootstrap, JavaScript,** and **PHP** to automate emailing. Displays information, social links, skillset, work exp. and projects.
Firebase Blog iOS App: Used **Swift UI** and **Google Firebase** to create an iOS app. Authenticated users are allowed to create and edit blog posts while users who are not signed in are given read-only privileges.
API iOS App: Created iOS app that displays data about user searched movies using **Swift UI** and **API**s.
Java Algorithms & Data Structures: Implemented **Java** algorithms for Tree Search, Edit Distance, Huffman Encoding, and Constraint Satisfaction with seq. lists, stacks, queues, linked lists, and hash maps.
C projects: Used **C** to create programs dealing with Network Byte Order, integer base conversion calculators, file text counters, and the **C** time function.
Zombie Evasion Game: Used **JavaScript** to create a web game with constantly spawning "zombie" characters that players avoid and shoot down. Implemented collision boxes for the "bullet" objects to connect with. Rounds progressively get harder as players clear each wave of zombies.

RELEVANT COURSEWORK

JavaScript programming	Swift iOS Programming	Python programming	C# programming
Java Data Structures	Java Algorithms	Discrete Mathematics	C programming
Assembly programming	Azure DevOps		

ACTIVITIES & AWARDS

Association for Computing Machinery
Member of Sigma Chi Iota Omega Chapter
Dean's List Loyola Marymount University
National Honor Society