

## Connor Savage

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GitHub: <https://github.com/connorsavage>

### EDUCATION

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<b>Loyola Marymount University GPA – 3.65</b> <i>Bachelor of Science, Computer Science</i>	Los Angeles, CA May 2024
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<b>O’Dea High School GPA – 4.41</b> <i>High School Diploma</i>	Seattle, WA May 2020
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### PROFESSIONAL EXPERIENCE

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

### SKILLS

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Technical: Java, JavaScript, Python, C, C#, Swift, HTML, CSS/Bootstrap, Adobe Creative Suite, & Microsoft Office

Social Media: Instagram, Facebook, Twitter, YouTube

### RELEVANT PROJECTS

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**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#**.

**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 **APIs**.

**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.

**Flappy Bird:** Developed a web app using **JavaScript** collision boxes to simulate the game flappy bird.

**Zombie Evasion Game:** Used **JavaScript** to create a web game with constantly spawning “zombie” characters. Players can use WASD to move, arrow keys to shoot “bullet” objects, and Spacebar to drop a “scarecrow distraction” object. Rounds progressively get harder as players clear each wave of zombies.

### RELEVANT COURSEWORK

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

### ACTIVITIES & AWARDS

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Association for Computing Machinery	Dean’s List Loyola Marymount University
Member of Sigma Chi Iota Omega Chapter	Volunteer at Holy Rosary & St. James Parishes
National Honor Society	O’Dea High School Honor Roll