Conor Fabian

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EDUCATION

University of California, Riverside — September 2021 - June 2025
Bachelor's of Science in Computer Science, Dean's Honor List — *Riverside, CA*
- Relevant Coursework: C++ Programming, Data Structures and Algorithms, Discrete Structures, Software Construction, Database Management Systems, Artificial Intelligence, Data Analysis Methods, Statistics

EXPERIENCE

Software Engineer Intern — June 2024 - Present
University of California, Riverside School of Business — *Riverside, CA*
- Updated and maintained website by utilizing JavaScript and HTML/CSS, resulting in improved website performance and user experience and a **50% decrease in reported issues**
- Collaborated with a small team to design and integrate new features, improving user engagement and satisfaction, and contributing to a **30% increase in website traffic**
- Streamlined accessibility features on the UC Riverside School of Business website ensuring compliance with ADA guidelines and **increasing accessibility and quality assurance ratings by an average of 25%**
- Enhanced website SEO by implementing keyword optimization, page load speed, internal linking, and more, resulting in a **15% increase in organic search traffic** and a higher search engine ranking

Software Engineer Experience — October 2022 - June 2023
J.P. Morgan Chase & Co. — *Virtual*
- **Boosted stock analysis efficiency by 30%** by using React, Git, and Typescript to resolve issues in a broken client datafeed script and implementing unit tests
- **Enhanced data visualization capabilities by 25%** through proficiently implementing the Perspective open source code and patching issues in broken TypeScript files

PROJECTS

ML NBA Player Props Prediction Model | *Python, Pandas, Scikit-learn, NBA API* — March 2025 - Present
- Developed a regression-based machine learning pipeline to predict NBA player prop bets (points scored per game), leveraging **50,000+ game logs** with enriched features from the NBA Stats API and team/opponent data
- Engineered features such as rolling averages, rest days, home/away indicators, and opponent defensive ratings; achieved **MAE of 6.4** and **RMSE of 9.8** on the test set using a Random Forest Regressor with **5-fold cross-validation**

Facial Recognition & Verification System | *TensorFlow, OpenCV, Kivy, Python* — January 2025 - March 2025
- Built and trained a **Siamese Neural Network** for facial verification with **100% Recall** and **0.998 Precision** using a custom L1 distance layer and an augmented dataset of **8,000+ images**
- Integrated the model into a real-time desktop app using **OpenCV** and **Kivy**, comparing webcam input against **300+ reference images** and tuning thresholds to minimize false positives

ML Chess Engine | *Python, React, Flask, TensorFlow, python-chess* — September 2024 - December 2024
- Implemented a convolutional neural network in Python for board evaluation, trained on **200K** grandmaster positions, achieving **85%** move-prediction accuracy and an estimated **1,600 ELO** baseline
- Optimized move generation with alpha-beta pruning and model quantization to yield **90 ms** average move time (30% faster than minimax baseline) and sustained a **95%** CI test-pass rate via Git-driven CI/CD pipelines

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, HTML, CSS, C++, C, SQL
Developer Tools: GitHub, Docker, Linux, Google Colab, VS Code
Libraries/Frameworks: React, Flask, Tailwind CSS, TensorFlow, scikit-learn, OpenCV, pandas, Plotly

LEADERSHIP & AWARDS

Eagle Scout — June 2020
Boy Scouts of America — *Temecula, CA*
- Attained rank of Eagle Scout after **10+ years of leadership**, including roles such as Assistant Senior Patrol Leader, Troop Guide Director, and Troop Quartermaster for **300+ scouts and parents**