CONOR ROGERS

conorjames.rogers@gmail.com

(415) 209 8959

conorjamesrogers.github.io/

/in/conor-rogers

conorjamesrogers

Summary

About Me

Full stack developer and new graduate from University of California, Santa Cruz. Fast-paced environments, team-based work-flows, and new opportunities to grow as a programmer are what I need to thrive. That's why I've fashioned myself into a well rounded developer with a knack for creative problem solving.

Education

2016 - 2018   **(B.Sc.) Computer Science**   (3.2/4.0) University of California, Santa Cruz

- Undergraduate Coursework includes: Computer Architecture, Database Systems, Computer Networks, Mobile Applications, Statistics, Operating Systems / System Programming, and Compiler Design.

2013 - 2016   **(A.A.) Mathematics**   (3.1/4.0) College of Marin, California

- Studied advanced mathematical concepts outside of my B.Sc. in C.S. curriculum to better apply myself to more complex problems.

Projects

JavaScript-HTML/CSS   **CrimeWatch**   GitHub link

- An Android App / Web App that allows the general public to gather and assemble information with evidence about crime incidents.

Python   **MMU**   GitHub link

- A proof of concept: Implements the use of Pan-Magic Squares over as a encoding mechanism for 8-bit data, allowing for up to 68% data loss per packet.

Python   **Twitter-Sentiment-Analysis**   GitHub link

- A Naive Bayes Classifier for Twitter API. Machine Learning. Utilized the natural language tool kit (NLTK) to generate Markov-Chains based on various corpora, then used these Markov-Chains as procedural training data for sentiment analysis.

Experience and Hackathons

Feb 2019   **HackDavis Attendee**   HackDavis

- Co-Sponsored hackathon by OSIsoft, Keysight and Google Cloud.
- Lead a 4-person team and developed a hybrid app using Apache-Cordova.

Jan 2018   **CruzHacks Attendee**   CruzHacks

- Worked in focused team to produce a finished product in 48 hours.
- Honorable Mention in *Weird and Wacky* category.
- Gained working knowledge on how to effectively work in a 4-person scrum-agile environment.

Aug 2015 - July 2016   **Curriculum Designer and Instructor, Coding Instructor**   MV GATE

- Designed, planned, and instructed after-school STEM and programming courses.
- Developed skills conveying programming ideas to students and parents.
- Worked in a small group to efficiently plan and implement lesson plans.
- Class subjects covered: JavaScript, Blockly, 3D printing, and Computer Aided Design.