CONOR ROGERS

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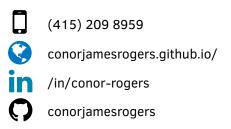
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Summary

About Me

Recent graduate from University of California, Santa Cruz. Complex computing problems and their solutions fascinate me. Fast-paced environments, team-based work-flows, and new opportunities to grow as a developer are what I need to thrive. That's why I've developed myself into a well rounded junior 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: Compiler Design, Algorithm Analysis, Computational Theory, Operating Systems, Functional Programming, Natural Language Processing, and Stochastic Analysis.

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 higher allowable data-loss.

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

- A Naive Bayes Classifier for Twitter API. Utilized the natural language tool kit (NLTK) to generate Markov-Chains based on various corpora.

Experience and Hackathons

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.

Sept 2016 - June 2018   **Student**   University of California, Santa Cruz

- (B.Sc.) Computer Science
- Completed classes include: Computer Architecture, Database Systems, Computer Networks, Mobile Applications, Probability and Statistics for Engineers and Compiler Design.

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

- Designed, planned, and instructed after-school STEM and programming courses for children ages 6 - 14.
- Developed skills conveying programming ideas to students and parents.
- Worked in a small group to efficiently plan and implement lesson plans.
- Taught JavaScript, Blockly, 3D printing and design.