# CONOR ROGERS

Computer Science Student


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## Courses Summary

**Compiler Design** – Grade: **A**
• Designed and implemented a compiler for a c-like language. Written in C/C++ and Bison.

**Analysis of Algorithms** – Grade: **B+**
• Designed pseudo code algorithms for complex problems, determined accurate run-time analysis ,and mathematically proved correctness.

**Theory of Computation** – Grade: **B**
• Explored the mathematical *automata* behind modern computing.

**Data Visualization** – Grade: **In Progress**
• Using *D3* in coordination with JavaScript and HTML/CSS, created interactive visualizations for data, on the web.

**Mobile Apps** – Grade: **B**
• Gained a working knowledge of Android and Android OS. Developed, in groups, an android app using Apache Cordova.

**Computer Networks** – Grade: **A-**
• Wide-breadth on computer networks and networking protocols.

**Probability and Statistics** – Grade: **B**
• Introduction to fundamental tools of stochastic analysis. Covered breadth of subjects including: conditional probability; Bayes Theorem; Poisson processes; Markov chains.

**Database Systems** – Grade: **B**
• Introduction to SQL and relational databases. Experience gained writing SQL queries and understanding of database design.

## Summary


**About Me**
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.


## 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

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

Aug 2013 - 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.

## Projects

*JavaScript-HTML/CSS* — **CrimeWatch** — Project Link

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

*Python* — **magiChat** — Project Link

- A proof of concept: Implements the use of Pan-Magic Squares as a encoding mechanism for 8-bit data, allowing for higher allowable data-loss.

*Python* — **Twitter-Sentiment-Analysis** — Project Link

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

## Education

2016 - 2018 — **B.S., Computer Science** — (3.09/4.0) University of California, Santa Cruz

- Completed a majority of the upper-division courses to achieve a degree. Expected graduation in Spring 2018.

2013 - 2016 — **A.A., Mathematics** — (3.00/4.0) College of Marin, California