CONOR ROGERS

Software Developer

📱 (415) 209 8959

🌐 conorjamesrogers.github.io/

✉ conorjames.rogers@gmail.com

in /in/conor-rogers

⊙ conorjamesrogers

Undergrad Coursework ——

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

Algorithm Analysis
• Designed pseudo code algorithms for complex problems, determined accurate run-time analysis, and mathematically proved correctness.

Computational Theory
• Explored mathematical *automata* and context free grammars.

Data Visualization
• Using *D3* in coordination with JavaScript (using bootstrap) and HTML/CSS, created interactive visualizations for data, on the web.

Android Applications
• Gained a working knowledge of Android and Android OS. Developed, an android app using Apache Cordova.

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

Operating Systems
• Advanced/Beginner concepts and history of operating systems. Implemented c-code in Pintos for kernel-level thread implementation, priority donation in the thread scheduler, thread queuing, and the file system.

Functional Programming
• Declarative functional programming.

Summary

About Me
Recent graduate from University of California, Santa Cruz. Complex computing problems and their solutions fascinate me. Fast-paced environments, team-based workflows, 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 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.