CONOR ROGERS

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conorjamesrogers

Summary

About Me

Software Test Engineer. Runs on teamwork and interesting problems. Talented systematic thinker, outside of the box analysis. Skilled in multiple scripting languages. Collaborative but decisive personal style; effective communicator and problem solver.

Education

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

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

Experience and Projects

June 2019 *Python* **Selenium Automation Tests** GitHub link

- Using Selenium and WebDriver, wrote automation scripts in Python for graphical user interface testing of my personal website. Hastened development on user interface assets on website.

May 2019 *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.

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 *Python* **MMU (MMU Maybe UDP)** 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.

Jan 2018 **CruzHacks Attendee** CruzHacks

- Received honorable mention.
- Gained working knowledge on how to effectively work in a 4-person scrum-agile environment.

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

- Designed, planned, and instructed after-school STEM and programming courses.
- Developed skills in effectively communicating software ideas to students and parents.
- Led group of fellow instructors to efficiently plan and implement lesson plans.
- Class subjects covered: JavaScript, Blockly, 3D printing, and Computer Aided Design.

Skills

Programming Languages: Java, Python, JavaScript, Ruby, C, C++, Unix Shell Script
Testing Automation Tools: Selenium WebDriver
Database Systems: MySQL, Google Firebase
OS Experience: Windows 7, Windows 10, Unix, GNU Linux
Software Process: Scrum Agile, Project Management, Version Control
Markup Languages: LaTeX, HTML/SASS/CSS